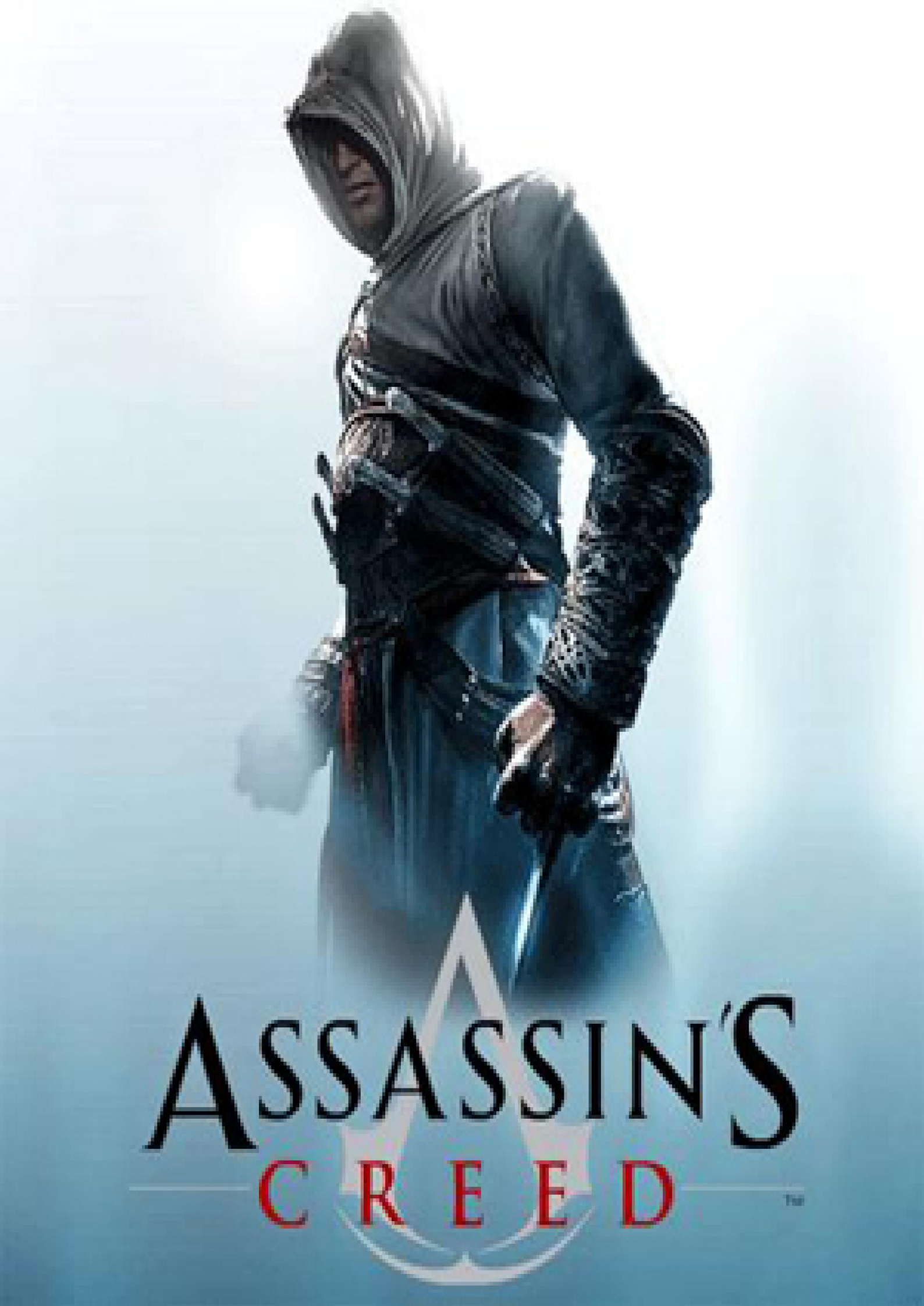
ASSASSIN'S
CREED

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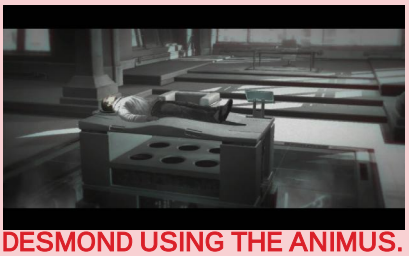
STORY



DESMOND USING THE ANIMUS.

The main story of the game begins in 2012. When Abstergo, a Mega corporation Industries owned by modern-day Templars, kidnaps a bartender named, Desmond Miles to use him as a test subject for their experiment. Using a machine called, Animus, which will allow the user to recall / relive the genetic memories of their ancestors using their DNA, they forces Desmond to relive the genetic memories of his ancestor, Altair ibn-La Ahad, in order to discover the location of an ancient artifact called, Pieces of Eden, which was lost centuries ago.

The search for the artifact begins in 1911. When Altair, an Assassin living in the Holy Land during the Third Crusade between the Crusaders and the Saracens, enters the Solomon's Temple with his apprentices, looking for an ancient artifact but gets interrupted with the arrival of his nemesis, Robert de Sable, Grand Master of the Knights Templars. During the encounter, Altair tries to kill Robert but Robert pushes him out of the Temple with no other way for him to re-enter the Temple and rescue his companions.

Altair returns to his homeland, Masyaf to inform his master about the attack. But just when Altair was going to explain what happened in the temple, his companion, Malik returns to the fortress, gravely injured but with the artifact they were looking for in the temple. The scene continues with an Informer bringing news of a massive Templar force led by Robert de Sable marching towards the village. Al Mualim orders the Assassins slay the Templars and with the help of his Assassin brothers, Altair manages to evacuate the citizens and bring death upon the soldiers.

MALIK RETURNING WITH THE ARTFACTS.

But the victory over the Templars didn't save Altair from the punishment for breaking the Creeds of the Brotherhood and the failure to accomplish the most important mission. Enraged Al Mualim stabs him in the abdomen and kills him. But Altair wakes up later and realizes he was not actually dead but was forced to see and feel how it feels to be dead. After explaining happened, Al Mualim demotes him to the rank of the Novice but gives him another chance to regain his lost honor and pride. He must hunt down and kill nine men responsible for the war between the Saracens and the Crusaders, nine lives in exchange of his own.

APPLE OF EDEN SHOWING THE LOCATION OF ALL THE PIECES OF EDEN AROUND THE WORLD.

Altair begins his hunt in Damascus and soon, one by one falls to his blade, each revealing true intention. When Altair finally confronts Robert and defeats him, he reveals the truth behind Al Mualim and dies. Shocked of what he has found out, Altair returns to Masyaf, only to find its populace controlled by Al Mualim. But with the help of Malik, Altair manages to defeat the corrupted Assassins and reach the fortress. In the fortress, Al Mualim uses the artifact against Altair but Altair manages to break free and defeats him, freeing the citizens from his control. But when he touches the artifact, a strange map appears showing the location of all the Pieces of Eden around the world.

Back in 2012, Abstergo gets ready to retrieve the artifacts using the map they've collected from Altair and orders to execute Desmond as his purpose was served. But Dr. Warren's assistant, Lucy, who reveals herself to be an Assassin to Desmond during one of their conversations, stops the execution saying he might be useful for conducting further research on the location of the artifacts. The Templars agrees to spare

Desmond's lives and as they begin to leave the room, Desmond suffers from the bleeding effect, which allowed him to use Eagle Vision and sees several strange blood written markings all over his room.

During his time in Abstergo, Desmond manages to steal Dr. Warren and Lucy's access pen and gain access to their emails, which provided him with the information on what's going on around him along with revealing that the blood written messages was actually left by subject 16, Animus test subject before Desmond, who escaped from the lab and died due to the bleeding effect for spending too much time in the Animus. But before dying, he sends an email to Abstergo saying he has found out the truth behind the artifacts and is going to tell everyone about it.

BLOOD MARKINGS LEFT BY SUBJECT 16.

CONTROLS AND COMBOS

PC CONTROLS	
LEGS	Space
HEAD	E
EMPTY HAND	Shift
ARMED HAND	Left Click
MOVEMENT	WASD
LOCK TARGET	F
HIGH PROFILE/BLOCK	Right Click
CHASE CAMERA	Q
CAMERA	Mouse
MAP	Tab
SHORT BLADE/THROWING KNIVES	1
HIDDEN BLADE	2
SWORD	3
FIST	4

PC ACTIONS	
WALK	WASD
BLEND	WASD + Space to walk while blending and Space to enter and exit blend mode with scholars
RUN	WASD + Right Click
SPRINT	WASD + Right Click + Space
JUMP	Right Click + Space
EAGLE VISION	E while standing still
SYNCHRONIZE	E while on the top of the view point
GENTLE PUSH	WASD + Shift
GRAB	Right Click + Shift + WASD
TACKLE	WASD + Right Click + Shift
CATCH LEDGE	When you are falling press Shift to catch ledge
ATTACK	Left Click

PC HORSE	
MOUNT	WASD towards the horse
DISMOUNT	Shift
MOVEMENT	WASD
SPRINT	WASD + Right Click
GALLOP	WASD + Right Click + Space
REAR	
ATTACK	Left Click

PC COMBOS	
STEALTH KILL WITH HIDDEN BLADE IN LOW PROFILE	Press F to lock onto the target, then slowly get near the target and press Left Click to stealth assassinate your foe

STEALTH KILL WITH HIDDEN BLADE IN HIGH PROFILE	First press F to lock onto the target, then run towards the target and press Left Click to stealth kill your target in high profile
ATTACK	Press Left Click to attack your enemies
DEFLECT	Hold Right Click to block enemy's blow
SLOWER ATTACK	Press and Hold Left Click to perform a stronger attack
COUNTER KILLS	Hold Right Click and Press Left Click when the enemy attacks to counter their attacks
STEALTH KILL WITH THROWING KNIVES	Press F to lock onto the target and then press Left click to throw a knife at them
GRAB BREAK	When your opponent grabs you press Right Click + Shift to grab break
REGAIN BALANCE AND DODGE	Press Right Click + Space to dodge enemy's attack
DEFENSE BREAK	When your opponent is holding block, press Right Click + Left Click to beak their defense

XBOX 360 CONTROLS

LEGS	A
HEAD	Y
EMPTY HAND	B
ARMED HAND	X
MOVEMENT	LS
LOCK TARGET	LT
HIGH PROFILE/BLOCK	RT
CHASE CAMERA	LB
CAMERA	RS
MAP	BACK
SHORT BLADE/THROWING KNIVES	D-Pad Left
HIDDEN BLADE	D-Pad Up
SWORD	D-Pad Right
FIST	D-Pad Down

XBOX 360 ACTIONS

WALK	LS
BLEND	LS + A to walk while blending and A to enter and exit blend mode with scholars
RUN	LS + RT
SPRINT	LS + RT + A
JUMP	RT + A
EAGLE VISION	Y while standing still
SYNCHRONIZE	Y while on the top of the view point
GENTLE PUSH	LS + B
GRAB	RT + B + L Stick
TACKLE	LS + RT + B
CATCH LEDGE	When you are falling press B to catch ledge
ATTACK	X

XBOX 360 HORSE

MOUNT	L Stick towards the horse

DISMOUNT	B
MOVEMENT	L Stick
SPRINT	L Stick + RT
GALLOP	L Stick + RT + A
REAR	B while standing
ATTACK	X

XBOX 360 COMBOS	
STEALTH KILL WITH HIDDEN BLADE IN LOW PROFILE	Press LT to lock onto the target, then slowly get near the target and press X to stealth assassinate your foe
STEALTH KILL WITH HIDDEN BLADE IN HIGH PROFILE	First press LT to lock onto the target, then run towards the target and press X to stealth kill your target in high profilef
ATTACK	Press X to attack your enemies
DEFLECT	Hold RT to block enemy's blow
SLOWER ATTACK	Press and Hold X to perform a stronger attack
COUNTER KILLS	Hold RT and Press X when the enemy attacks to counter their attacks
STEALTH KILL WITH THROWING KNIVES	Press LT to lock onto the target and then press X to throw a knife at them
GRAB BREAK	When your opponent grabs you press RT + B to grab break
REGAIN BALANCE AND DODGE	Press RT + A to dodge enemy's attack
DEFENSE BREAK	When your opponent is holding block, press RT + X to beak their defense

FAQ

INVESTIGATIONS

EAVESDROP: First, go to the spot and find yourself a bench to sit. Then, lock onto the targets and eavesdrop their conversation. That's it. Easy huh?

PICKPOCKET: Lock onto the target and listen to the conversation, then get near the target and hold Pickpocket button to steal letter/map/other stuffs. If you manage to do it successfully then he'll turn around looking at his pocket.

INTERROGATION: Lock onto the target and wait for the depot to finish his speech. Then, follow him to a secluded place and beat him up until he speaks. Be careful when you engage in fighting because some thugs will jump into the fight.

INFORMER ROOFTOP RACE CHALLENGE: Lock onto the Informer and he'll tell you to meet another Informer before the timer runs out, use the rooftop and get to the other Informer to complete the investigation.

INFORMER ESCORT CHALLENGE: Talk to the Informer and he'll ask you to safely escort him to the village's gate. Follow the Informer and kill anyone, who tries to kill him. When you get to the spot, lock onto the Informer to get the information.

INFORMER FLAG COLLECTION CHALLENGE: Talk to the Informer and he'll ask you to collect some flags in the given time. The flags are usually arranged in line so follow the trail and get back to the Informer when you are done.

INFORMER STEALTH KILL CHALLENGE: Talk to the Informer and he'll ask you to kill some guards in the given time. Stealth assassinate the guards using your hidden blade and throwing knives and return to the Informer to complete the investigation.

INFORMER ARCHER STEALTH ASSASSINATION CHALLENGE: Lock onto the Informer and he'll ask you to stealth kill some archers. Get on the roof and stealth kill the archers using your throwing knives or hidden blade. When you are done, return to the Informer to get the information about the target.

INFORMER MERCHANTS STAND DESTRUCTION CHALLENGE: Talk to the Informer and he'll ask you to destroy some merchant stands in the given time. Go to the spot and push a soldier into the stand to destroy it. Then, evade the guards and return to the Informer to complete the investigation.

WEAPONS

FIST: You can use fist to pickpocket, engage in fist fight, etc. it is the weakest weapon in the game so using it against guards will be completely useless.

HIDDEN BLADE: Hidden blade can be used in two profiles viz., low profile and high profile. Low profile gives you enough time to ice your target and escape before anybody notices there's a dead bodt. Whereas, high profile gives you a sure kill but attracts the nearby guards.

SWORD: Sword is used in high profile or open fighting. It has high defense and range but compared to short blade it is slow. But believe me, it is a whole lot easier to wield the sword than the short blade.

SHORT BLADE: Just like sword, it can be used in high profile fighting. The advantage of using short blade is that you can throw knives at your enemies while fighting. But compare to sword, it is very difficult to block attacks and do counter at the same time.

THROWING KNIVES: Throwing knives can be used to stealth kill from distance. You can also use it with the short blade in open conflict. If you run out of knives, you can pickpocket thugs or visit Masyaf to refill it.

MEMORY BLOCKS

PROLOGUE

When the game starts, you'll hear voices coming from miles away, people around you trying to tell you something but you can't hear them, everything you see is blur and unclear. When you wake up, you'll find yourself in a strange laboratory. Abstergo, a drug company kidnapped you to use you as a test subject in the Animus, machine which uses your DNA to unlock your genetic memories. Your captors, Vidic and Lucy threaten you to eliminate your clan and family if you don't help them. Press any button to interact with the Animus, lay back on the Animus and they'll give you a short introduction about the Animus before starting the tutorials.

ANIMUS TUTORIALS — ABSTERGO LAB

SYNCHRONIZATION BAR

Synchronization bar measures your synchronization level with your ancestor. You need to be full synched with your ancestor in order to continue in the Animus, if your bar is fully emptied then, you will be pulled back to the real world. In simple words, it's like your health bar and you will die when it's 0. But, it' regenerates if you avoid taking damage for a short time.

PUPPETEERING CONCEPT

Using these buttons combined with other buttons, you can perform Altair and Desmond's basic movements:

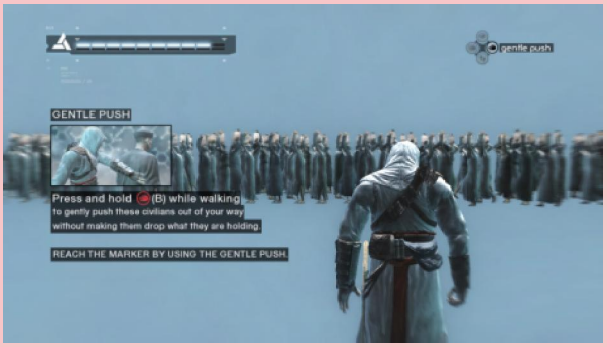
Head = E/Y
Empty Hand = Shift/B
Armed Hand = Left Click/X
Legs = Space/A

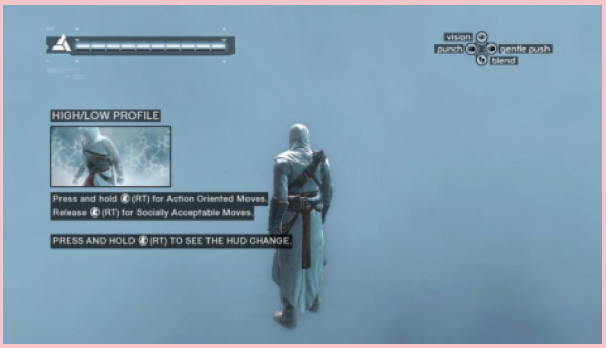
FIRST PERSON AND LOOK AROUND

Press E / Y while standing still to enter the first person view/Altair's head, then use the Mouse / RS to look around. This is useful when you want to see or hear something from close.

GENTLE PUSH: REACH THE MARKER BY USING THE GENTLE PUSH.

Press and hold Shift / B while walking WASD / LS to gently push the civilians out of your way without making them to drop what they carrying. This useful to avoid unwanted attention from the guards, very important if you want to avoid guards from chasing after around the city and kicking your ass.


GENTLE PUSH
Press and hold (B) while walking
to gently push these civilians out of your way
without making them drop what they are holding.
REACH THE MARKER BY USING THE GENTLE PUSH.

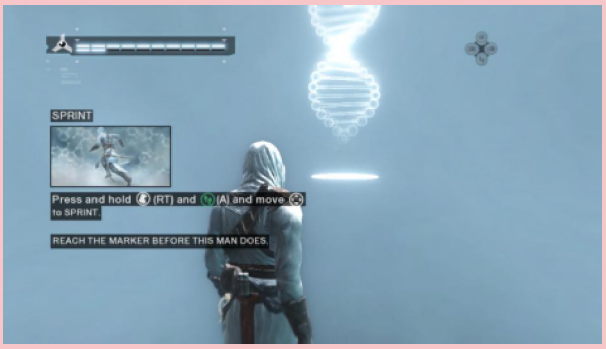

HIGH/LOW PROFILE
Press and hold (RT) for Action Oriented Moves.
Release (RT) for Socially Acceptable Moves.
PRESS AND HOLD (RT) TO SEE THE HUD CHANGE.

HIGH / LOW PROFILE: PRESS AND HOLD RIGHT CLICK / RT TO SEE HOW THE HUD CHANGES.

Press and hold Right Click / RT for action oriented movements. Release Right Click / RT for socially acceptable moves. High profile is useful when you are chasing someone or being chased but it attracts too much attention. Whereas, Low profile gives you enough time to strike your target and escape.

GRAB AND THROW: GRAB AND THROW THE MAN INTO THE MARKER.

Hold Right Click / RT and press Shift / B to grab onto the soldier, then use WASD / LS to direct your throw. This can be used to throw the soldiers from rooftop or into something / someone. Remember, pushing soldiers into scaffoldings or off the rooftop will kill them, which is a good thing if you need to kill them quickly and easily.



SPRINT: REACH THE MARKER BEFORE THIS MAN DOES.

Hold Right Click / RT and Space / A and use WASD / LS to sprint to the marker. Your speed can be classified into four:

Blend – Avoids unwanted attention and helps you sneak inside guard posts or behind your targets.

Walk – Normal speed with no advantage or disadvantage, not suited if you are being chased.

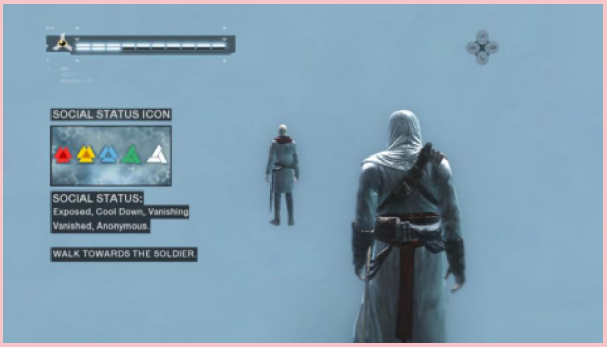
Run – Helpful in fighting, gives you good control of Altair letting you dodge and counter enemy's attacks in fighting.

Spirit – Helpful if you are chasing after someone or being chased by someone.

SOCIAL STATUS ICON: WALK TOWARDS THE SOLDIER.

Soldiers and others respond to you according to your behaviour and this indicator measures your behaviour and displays them in five levels:

Exposed – You are exposed and the enemies are on high alert and will chase after and attack you no matter what.

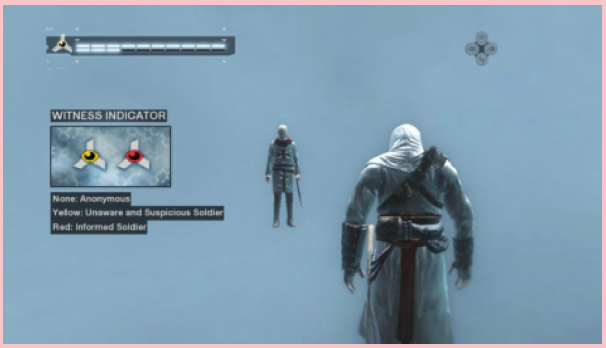


Cool Down – You have broken the line of sight of your enemies but they are still looking for you in your last seen place.

Vanishing – You are inside a safe place and soldiers will stop looking for you if you stay in this state until they cool down.

Vanished – You have broken the line o sight and escaped from the guards, you can now come out of the hiding spot.

Anonymous – You are now anonymous and is free to continue your job.



WITNESS INDICATOR

This one alerts you if someone's watching your actions:

None - No one's watching you and you are anonymous. You can retain this state if you carry out your deeds silently without alerting your surrounding environment to your actions.

Yellow - Soldiers are suspicious but they are still unaware of your presence. Soldiers, who are suspicious, will have their hands on their sword and patrols around the area looking for you. If they find you then they will chase after you and attack you.

Red - Soldiers are alerted to your presence and they are looking for you. Soldiers, who are alerted to your presence, will have their swords drawn out and they will keep patrolling your last seen place until they find you. You need to avoid them and stay hidden until they cool down to avoid conflict.

STEALTH ASSASSINATION

Press F / LT near a soldier to lock onto the target and then, press 2 / D-Pad Up to select your hidden blade from the weapon wheel. Now, slowly approach the soldier from behind and press Left Click / X to stealth assassinate him. Stealth assassination will never attract any attention and gives you enough time to escape before anyone notices there's a dead body.

WITNESS INDICATOR
None: Anonymous
Yellow: Unaware and Suspicious Soldier
Red: Informed Soldier
PROVOKE THE SOLDIER BY PUNCHING OR BUMPING HIM, OR SIMPLY JUMPING WHERE HE CAN SEE YOU.

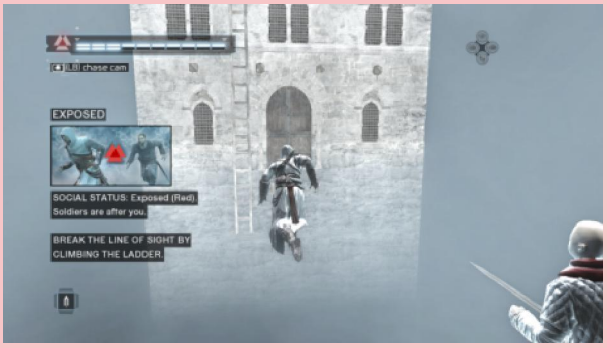
WITNESS INDICATOR: PROVOKE THE SOLDIER BY PUNCHING OR BUMPING HIM OR SIMPLY JUMPING WHERE HE CAN SEE YOU.

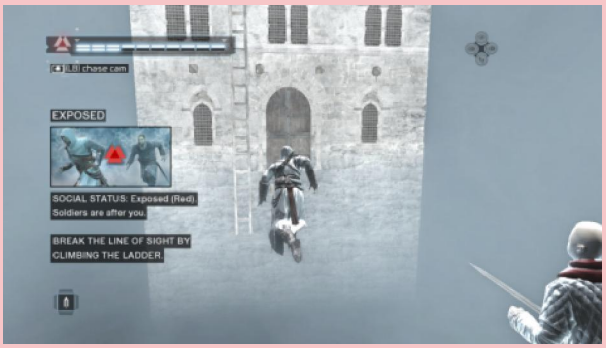
The soldier is suspicious but still unaware of your presence. But, he will attack you if you go near him. Provoke the soldier by either hitting him or by simply going near him. Simply move towards him and hit the attack button to punch him, this will cause him to chase after and attack you.

EXPOSED: BREAK THE LINE OF SIGHT BY CLIMBING THE LADDER.

Social status: Exposed [Red]. Soldiers are after you.

You are exposed and soldiers are chasing after you so break the line of sight by climbing onto the ladder. You can use Q/LB [Chase camera] to see how many soldiers are after your ass.





EXPOSED: BREAK THE LINE OF SIGHT BY CLIMBING THE LADDER.

Social status: Exposed [Red]. Soldiers are after you.

You are exposed and soldiers are chasing after you so break the line of sight by climbing onto the ladder. You can use Q/LB [Chase camera] to see how many soldiers are after your ass.

UNSEEN: HIDE IN THE ROOF GARDEN.

Social status: unseen [Yellow]. The line of sight is broken.

The line of sight is broken but the soldiers are still looking for you in your last seen place and will attack you if they spot you, quickly run to a hiding spot and hide inside until they cool down to become anonymous.

VANISHING: WAIT UNTIL YOU ARE FULLY VANISHED BEFORE COMING OUT.

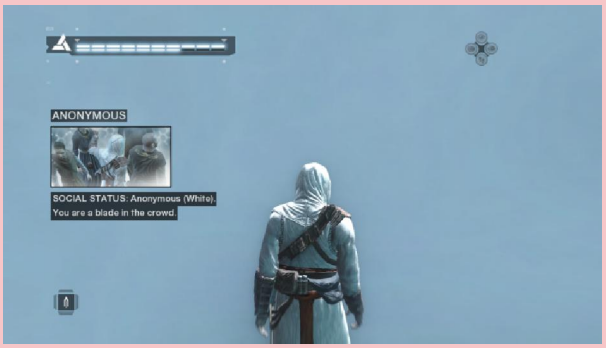
Social status: Vanishing [Blue]. Soldiers are looking for you but you are unseen.

You have broken the line of sight of the soldiers and hiding in a safe place but they are still looking for you, stay hidden until you are fully vanished to return to anonymous.

VANISHED: EXIT THE HIDING SPOT.

Social status: Vanished [Green]. You are vanished and are anonymous.

You have successfully evaded the soldiers and become anonymous. Exit the hiding spot.



ANONYMOUS

Social status: Anonymous [White]. Soldiers are friendly and will not take any actions until you provoke them.

You have successfully evaded the soldiers and returned to anonymous, where no one can spot you. Soldiers will return to friendly status again and will not attack you until you provoke them by committing crimes in front of them. So, staying anonymous is very important in the game, you have to be anonymous to do stealth assassination, investigations, etc. Remember, you are a blade in the crowd; the main theme of Assassin's Creed is staying anonymous and finishing your job silently.

HIDING SPOT

When the line of sight is broken, you can hide in these places: empty place on a bench between two people, haystacks, rooftop gardens and scholars. Scholars are moving hiding spot, you can use them to hide and pass guards post without being noticed.

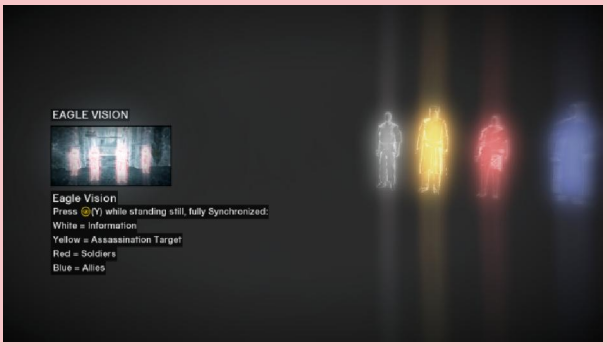
blend
BLEND
Press and hold (A) while walking to Blend.
Soldiers with their swords drawn are informed of your presence.
BLEND TO REACH THE MARKER WITHOUT RAISING THEIR AWARENESS.

BLEND: BLEND TO REACH THE MARKER WITHOUT RAISING THEIR AWARENESS.

Hold Space / A while walking WASD / LS to blend. Soldiers with their sword drawn are informed of your presence. In this situation, use blend to pass them without raising their awareness. No one will spot you when you are blending, it will allow you to sneak right behind your target's back and kill them without alerting them.

EAGLE VISION

Press E / Y while standing still or fully synchronized to activate the Eagle Vision:



White – Civilians appearing in white color indicates information. They provide valuable information about your target, seek them out crowd and talk to them to gather info about your target.

Yellow – Individuals appearing in yellow are your primary targets, who you need to assassinate to complete the memory block.

Red – Red indicates normal soldiers, who attacks you for your crimes.

Blue – People appearing in blue are your allies, they will provide you with information and aid you in combat and sometimes, you need to protect them.

SYNCHRONIZATION BAR
Gain Synchronization by: Completing Objectives or Staying Anonymous.
Lose Synchronization by: Killing an innocent, Falling from too high or Getting hurt in combat.

SYNCHRONIZATION BAR

Like I already said earlier, synchronization bar shows how much you are synched with your ancestor. You'll lose several synchronization bars if you take damage in combat or fall from higher grounds or break the Creeds. But don't worry, you'll gain a bar if you complete an objective or save a citizen or stay anonymous without taking damage for a while.

ASSASSIN'S CREED

The entire Assassin Brotherhood is formed on three Creeds that every Assassin must follow:

First, never to hurt an innocent.

Second, always be discreet.

And third, never to compromise the clan.

MEMORY BLOCK I

SOLOMON'S TEMPLE **JERUSALEM**

GLITCHES: If you encounter a glitch during the cut scene then press any button to view it from a different perspective. You won't come across much of these so, don't worry even if you don't shift angle, just watch the cut scene and get over with it. It'll become boring if you are made to see the same thing over and over again. Especially, if you playing it multiple times like me [ELEVEN TIMES IN JUST ONE AND A HALF YEAR, I CAN TELL EACH AND EVERY WORDS OF ALTAIR].

The real game starts when Altair and his apprentices arrive in Solomon's Temple looking for an artifact. Move towards the edge and press and hold Right Click + Space + WASD / RT + A + LS to jump from ledge to ledge. Repeat the same again and climb onto the ladder. Lock onto the target and select your hidden blade, stealth assassinate him in low profile and exit the room to trigger a cut scene, where you'll see the Relic as well as Robert de Sable.

Climb down the ladders and attack Robert either in low profile or high profile to trigger another cut scene, Robert pushes you out of the building and there's no way in for you to return and rescue your brothers. Jump from ledge to ledge until reach the stone platform. Press and hold Right Click + Space + WASD / RT

+ A + LS to run up the wall and climb onto the platform. Repeat the same for all the platforms and beams and exit the Temple.

SOLOMON'S TEMPLE. CONT. MASYAF

After the cut scene, you will arrive in Maysaf and one of your brothers tells you to meet Al Mualim at the fortress. Press BACK to open your map and set the marker on Al Mualim's symbol. Close the map and follow the GPS to the fortress. Remember, if you learn how to use the map then the game will go like taking a candy from a baby.

WEAPON RESTRICTION: Weapons are restricted inside the fortress. So, no sword drawing and stealth killing when you are here or else your master will bring a stick and beats you up until you are down to your knees begging for mercy [MY TEACHERS ARE WORSE THAN THIS, THEY'LL BEAT US UNTIL WE ARE IN HOSPITAL. BWAHAHAHAHA. JUST KIDDING]. So yeah, except for training, you can't have any action inside the fortress.

Your master is displeased because he sent his best man for the most important mission and you have returned with failure and dishonor. Just when you are going to explain, Malik shows up with the treasure [AND SCREWS YOU BIG TIME]. Then an Informer informs that the village is attack by Templars, your master orders you to go to the village and kill the Templars. Rush to the front gates and your brother asks you to hold the Templers while he evacuates the villagers to safety.

WEAPONS

2/D Pad Up - Hidden Blade
4/D Pad Down - Fists
1/D Pad Left - Throwing Knives
3/D Pad Right - Sword

Select your sword [BECAUSE YOU CAN'T STRIKE THEM FROM FRONT WITH YOUR HIDDEN BLADE DUMBO] and kill the Templars.

Follow the trail of people and kill the Templars at your sight. When you are done, Al Mualim orders everyone to return to the fortress. Go back to the fortress and your brother asks you to help him get rid of the Templars. Follow your brother to the lookout and watch the cut scene. Wait for the sign and do a leap of faith to the haystack, then look for the beams and use them to reach the tower. Scale the walls and attack the wooden beam to bring death upon the Templars. After the attack, watch the cut scene, where Al Mualim draws out his knife and kills Altair because he broke the Creeds and led the enemy to their homeland.

INTERLUDE

You'll once again wake up in Abstergo and Lucy and Warren leaves to the conference room. Go to the bathroom and interact with the ventilator to eavesdrop on their conversation. Then, go back to the hall and Warren tells you to return to your room and get some rest. Wait for him to leave and talk to Lucy three times to find out some info about Desmond, Templars has slaughtered your entire clan but some has manages to escape. After the conversation, go to your room and interact with the wardrobe to find out its locked. Dang! Interact with the bed to sleep. In the following morning, Dr. Warren wakes you up and gives a lecture about Abstergo and their achievements. Go to the hall and interact with the Animus to start the next memory block.

MEMORY BLOCK II

TRAITOR MASYAF

You are still alive and breathing, your master says you were dead and now you are reborn [WHICH DOESN'T MAKE ANY SENSE]. The important thing is that somebody opened the gates for the Templars and let them in, a traitor in your homeland. You need to find him and bring him in front of Al Mualim for punishment [SIMPLE ENOUGH].

You've been demoted!
Weapon lost: Sword
Weapon lost: Hidden Blade
Weapon lost: Short Blade
Ability lost: Counter Kills
Weapon lost: Throwing Knives
Ability lost: Tackle
Ability lost: Catch Ledge
Ability lost: Grab Break
Ability lost: Regain Balance
Ability lost: Dodge
Weapon lost: Extra Throwing Knives
Ability lost: Defense Break

Ability lost: Short Blade Expertise [DAMAGE]
Ability lost: sword expertise [DAMAGE]

Make your way to the main gates and you'll meet an Informer, who tells you to begin your investigation in the village market.

INVESTIGATIONS

Eavesdrop - Open your map and set the marker on the eavesdrop symbol. Go to the market and sit on a bench, then lock onto the targets and listen to their conversation.

Information - Find the basket weaver.

Pickpocket - Open your map and set the marker on the pickpocket symbol. Go to the spot and lock onto the target to listen to their conversation, then follow the target and steal his letter. If you manage to do it right then he'll turn around and look at his pocket.

Information - Find Masun near the cyprus tree

Interrogation - Open your map and set the marker on the interrogation symbol. Go to the place and lock onto the target, follow him to a secluded place and beat him until he speaks.

Information - Bring Masun before Al Mualim.

TAMIR MASYAF

Al Mualim kills the traitor and then tells you about your new assignment. You have to kill nine men, who are the main reason of the war between the Saracens and Crusaders. You need to see that these men meet their fates at your hands, more like your blood on my blade [I LIKE THE CONCEPT]. Al Mualim tells you to start your search from Tamir, the Blacksmith Merchant residing in Damascus.

DNA Synchronization Augmented

Synchronization rank 1 memory
New weapon gained – Sword
New weapon gained – Hidden Blade

You can practice in the courtyard [TIME TO SHAPE YOUR LAZY ASS].

Go to the front door and one of your brothers asks you to teach his students some basic techniques. Lock onto the target and draw out your sword. Press and hold Right Click / RT to deflect the attack, repeat the same three times to move onto the next tutorial. Press attack as soon as your sword contacts with your opponent's sword to continue your strike without giving your enemies to strike, repeat the same for three times and quit the training ground. Go to the village's gate and you'll see some horses, hop onto your favorite color and gallop to Kingdom.

TAMIR. CONT. KINGDOM

When you arrive in Kingdom, you'll see a tall tower. Dismount your horse [YOUR HORSE WILL FOLLOW YOU WHERE EVER YOU GO SO DON'T WORRY] and start climbing the tower. Move to the edge, where the eagle is sitting and press synchronization to scan the area, then do a leap of faith and jump down to the haystack. Repeat the same for all the view points and reveal the area. Once you are done, gallop to Damascus to begin your first assassination memory.

VIEW POINT

Buildings with an eagle circling above are view point. Climb onto the top and scan the area to reveal places on your map. Also remember that you can't progress in the memory without revealing the entire area, you will get desynchronize if you try to enter a blocked area before revealing it.

TAMIR. CONT. DAMASCUS

Go to the main gates you'll see a citizen being tortured by some guards. Lock onto the citizen and kill the soldiers, then talk to the citizen to get some scholars as reward. Go near the scholars and press blend to blend with them and pass the guard post.

SAVE CITIZENS

Around the city, you will find several citizens beings tortured by soldiers. Lock onto the citizen and kill the soldiers. Then, talk to the citizen to save them and get a group scholars or vigilantes as your reward.

Scholars - Scholars are moving hiding spots, they can be used to hide and pass guard post with being noticed.

Vigilantes - vigilantes are your allies, they'll block the pursuers attacking or chasing after you gives you enough time to escape and run to a hiding spot.

Once you are inside the city, climb onto the view points and reveal the location of the Assassin's bureau, go to the spot and climb onto the roof to enter the building. After the reporting to the leader, you can begin your investigation on Tamir.

INVESTIGATIONS

Eavesdrop - Go to the spot and sit on a bench, then lock onto the targets to eavesdrop on their conversation.

Information – The beams which cross the centre courtyard can be accessed.

Pickpocket - Go to the spot and lock onto the target to listen to their conversation, wait for the other person to leave and steal the letter.

Information – Acquired letter stating Tamir prepares a large shipment.

Pickpocket - Lock onto the target and wait for the other guy to leave, follow the target and steal the map.

Information – Acquired map of the souk showing the northeastern roofs easily connecting to the central courtyard.

Interrogation - Go to the spot and lock onto the target to listen to the speech. Then follow him to a secluded place and beat him up.

Information – Tamir is preoccupied with overseeing the production of weapons.

Informer Rooftop Race Challenge - Talk to the Informer and he'll ask you to meet the other Informer in 1:30:00. Use the roof and run to the other Informer before the timer runs out.

Information – Find aid within the city to help you escape the souk.

Informer Escort Challenge - Talk to the Informer and he'll ask you to escort him to the village's gate. Follow the Informer and kill the guards, who try to kill the Informer. When you reach the spot, lock onto the target to talk to him.

Information – Tamir is within the souk.

ASSASSINATE TAMIR

Go to the bureau and talk to the leader to get the permission to start the assassination. Make your way towards the marker and enter the souk to trigger a cut scene. Once the cut scene is over, hold blend and equip your hidden blade, follow Tamir and strike him from behind, when he's talking to shop keepers to complete the assassination. Once Tamir is dead, bust out of the souk and run in which ever direction you see a hiding spot. Once you evade the guards, return to the bureau to complete the memory.

INTERLUDE

Wait for Warren to leave and talk to Lucy few times [I FORGOT HOW MANY TIMES. SORRY]. Then Log in to Lucy's computer and check the mails in the inbox. Abstergo is actually a drug company but it's been doing some other work [LIKE CREATING THE ANIMUS] in secret.

INBOX - Lucy

From: Warren Vidic
Re: Leila...

September 3, 9:14

Nothing. Get back to work pls. we have a deadline

PS why do you sign your emails? It says right up top who its coming from

---

Time: Sep 3-21:05
From: Lucy Stillman
To: Warren Vidic
Subject: Leila...

You said "wind up like Leila" earlier. What did you mean?

-Lucy

From: Administration
Classified information

September 3, 9:13

As a general reminder, all employees of Abstergo industries are prohibited from discussion corporate policy, proceedings and projects. In the light of pending litigation you are all reminded of sections 2.15 in your employment contracts:

"You acknowledge and agree that ABSTERGO has developed such confidential information by the significant time, effort and expense, and that such confidential information provides ABSTERGO with a significant competitive advantage in its business. You acknowledge and agree that a breach of this agreement by you will therefore result in irreparable harm to ABSTERGO, the extent of which would be difficult to ascertain, and in any event money damages will be inadequately as a remedy in the event of such a breach. Accordingly, you agree that in the event of a breach of this agreement by you, ABSTERGO shall be entitles to injunctive, or other equitable relief as the court deems appropriate, in addition to any other remedies which it may have available."

Should you have any questions, please do not hesitate to contact your human resources manager.

We thank you in advance for your compliance.

From: Warren Vidic
Re: Your pen

September 3, 2:36

Great. Leave it @ my desk. Worry less about my things and more about making animus work. Thanks.

Time: Sep 2-22:46
From: Lucy Stillman
To: Warren Vidic
Subject: You pen

Warren:

Found your ACCESS-KEY pen again today out by the parking lot. You really need to start keeping it IN your pocket instead of LETTING IT HANG off your coat. Try and take better care of your things, Warren. Imagine if security had found it. They'd have shut us down for at least a day to reprogram all the computer access codes.

-Lucy

Return to your room and get some sleep. In the following morning, Warren wakes you up and gives you a looooooooong lecture about how they are making a better tomorrow [POOR DESMOND].

MEMORY BLOCK III

GARNIER DE NAPLOUSE — MASYAF

DNA Synchronization Augmented

Synchronizing rank 2 memory
New weapon gained – Short Blade
New ability gained – Counter Kill

You can practice in the courtyard.

COUNTER ATTACK
Press and hold (RT) and press (X)
when you see an enemy start an attack
to perform a Counter Attack.
Press (Start) to QUIT

After the cut scene with your Master, go to the courtyard and practice counter kill. Make sure you master it because it is the best way to kill multiple enemies faster. Then, go to the village's gate and gallop to Acre.

GARNIER DE NAPLOUSE. CONT. — ACRE

The guards in Acre are more suspicious and powerful so, be careful while riding on horse. Go to the gates and you'll see a citizen being tortured. It's time to become hero, draw out sword and kill the guards, then talk to the citizen and he'll help you pass the guards. Once you are in, come out of the blend mode and access the view points in the poor district to locate the investigations and as well as to lengthen your health bar. Don't forget to visit the Assassin's bureau.

INVESTIGATIONS

Eavesdrop - Go to the spot and eavesdrop on the conversation to get the info you want.

Information – There are some fortress roof guards absent from patrol duty.

Pickpocket - Go to the market and lock onto the target to listen to the conversation, then follow the target and steal the letter before he reaches the guard post to complete the investigation.

Information – Acquired letter which shows the connection of Garnier and other two men.

Interrogation - Lock on to the target and listen to the speech. Follow him to the alley and beat him until he spills the beans.

Information – Garnier removes himself from the world around him while tending to his patients.

Informer Flag Collection Challenge - Talk to the Informer and he asks you to collect some flags in 3 minutes. Jump to the wooden platform and follow the trail collecting all the flags. When you are done, return to your Informer and talk to him.

Information – Garnier secludes himself within his fortress walls.

Informer Assassination Challenge - Talk to the Informer and he'll asks you to kill two Templars. One will be standing in a corner and another one will be patrolling the streets. Take out the patrolling Templar first then the one in the corner; use your hidden blade to kill them silently. When you are done, return to the Informer to get the information.

Information – Acquired map showing candelabras and patients within the fortress.

Informer Archer Stealth Assassination Challenge – Go to the Informer and he asks you to take out the archers in the roof. Climb onto the roof and look for the archers, strike them from behind with your hidden blade and return to the Informer.

Information – None may enter the fortress save for scholars and guards.

ASSASSINATE GARINER DE NAPLOUSE

Save the scholars near the stairs and use them to pass the guards. Once inside, blend and watch the cut scene, where a patient tries to escape but Gariner orders to take off his legs [HOW CRUEL]. Use blend and enter the hospital wing, where madmen roams freely. Be careful about your behavior because one wrong move is enough to call down all the guards in Acre. Keep your distance from the madmen and follow Garnier where ever he goes. Wait for the right movement and strike him to trigger another cut scene, where Altair will have another chat with his dying foe.

Once Garnier is dead, you need to escape the guards and run to the bureau in one piece. There are two methods how you can escape from the fortress: one is to bust out of the front door and run to a hiding spot and then return to the bureau. And, the second method is to access the rafter and use the windows to jump out of the hospital wing. Either way run to the bureau and inform the leader about your victory to complete the memory.

TALAL MASYAF

You'll ask Al Mualim how is it possible for Garnier to turn foes into friends and your master says leaders always find a way to control others and use them to serve their purpose. Just when you are about to ask your next question, he orders to leave.

DNA Synchronization Augmented

Synchronizing rank 3 memory
New weapon gained – Throwing Knives
New ability gained – Tackle

You can practice in the courtyard.

Go to the training ground and practice throwing knives. Then, gallop to Jerusalem, where your next target is waiting for you to come and assassinate him.

TALAL. CONT. JERUSALEM

You know the drill, save the citizen and use the scholars to pass the guard post. Then, reveal the area, locate the bureau and talk to your dear friend to start your investigation on the greatest slave trader in the holy land.

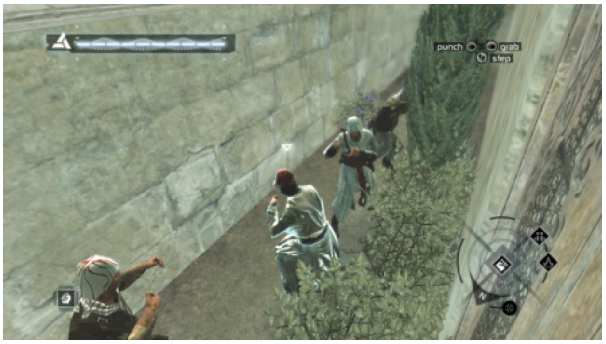
INVESTIGATIONS

Eavesdrop – Use the scholars and pass the guard post to enter the building. Sit on a bench and eavesdrop on the conversation to get information about Talal.

Information – In a fight, Talal will try to shoot his enemies with a bow.

Pickpocket – Go to the market and listen to the conversation [WHAT A BRAVE MAN!], then follow the bald guy to the alley and steal the map.

Information – Acquired a map showing the position of Talal's guards.



Interrogation – Lock onto the target and listen to the speech, follow him to the alley and beat him up, there's too many thugs here so be careful.

Information – Talal holds his slaves within a warehouse.

Informer Escort Challenge – Talk to the Informer and he asks you to safely escort him to the village's gate in exchange for the information about Talal. Follow the Informer and a group of four soldiers will attack him followed by another two near the stairs, kill them and follow him to the gates to complete the mission.

Information – Acquired map detailing the souk where Talal will hide if he escapes.

Informer Flag Collection Challenge – Talk to the Informer and he'll ask you to collect 18 flags in 3 minutes. This is too easy actually, just climb on to the wall behind him and follow the trail. When you are done, rush back to the Informer to get the info.

Information – Talal's loyal followers will sacrifice themselves giving Talal time to escape.

Informer Assassination Challenge – Talk to the Informer and he'll ask you to kill two men in exchange for the information he have. Go to the market and look for the targets. One is standing near the corner and another one is patrolling. Kill the second guard in a secluded place [BETWEEN GUARD POSTS] and then stab the first one from behind.

Information –

ASSASSINATE TALAL

Go to the bureau and you'll meet Malik, who isn't happy about your presence in his city. The two will have little chit chat and then Malik will give you the leaf to leave. Before you attack Talal, save the citizens around the city and get some vigilantes as reward. When you are ready, go to the spot and enter the warehouse, where Talal is keeping his slaves. Walk to the centre of the hall and his men will attack you, kill them.

Once the guards are dead, Talal will try to escape through the rooftop. Damn. Climb onto the top floor and kill the archer using your throwing knives. Don't worry about Talal, the vigilantes you saved will stop him from escaping. Use the ladder and exit the building, chase after Talal and use your hidden blade in high profile to finish him off. When you are done, return to the bureau to get a long lecture about how to be a skilled Assassin.

INTERLUDE

You will be pulled back because the Animus is over heated and needs to be cooled and repaired. Talk to Lucy twice and she'll tell you about herself. Vidic offered her a job [TO HELP HIM WITH THE ANIMUS] and she's staying in Abstergo from last six months. She says they'll let her go once the Animus is completed. Go to your room and you'll notice someone's been there before, check the wardrobe and you'll find the access code. Open the door and go back to the Animus to find Lucy's access pen [COOL]. Log in to her computer and check the mails.

INBOX – Lucy

From: Warren Vidic September 4, 21:25
Re: Case File 1394 [Leila Marino]

She killed herself. Something about a relationship with a kid named Neumann. Don't dip your pen in the company ink. Now drop it.

Time: Sep 4-14:15
From: Nancy Nilop
To: Lucy Stillman
CC: Alan Rikken, Warren Vidic
Subject Re: Case File 1394 [Leila Marino]

Ms. Stillman,

Unfortunately I am unable to respond further to your inquiry. I have cc'd Alan Rikken on this email. Please direct all further questions to him. Thank you.

Time: Sep 4-12:02
From: Lucy Stillman
To: Nancy Nilop
Subject Re: Case File 1394 [Leila Marino]

I don't understand why this information is so difficult to access. I've never heard of a company having ability to declare a coroner's report "proprietary information". That's ridiculous. She was my friend. I just want to know what happened to her.

Lucy

From: Nancy Nilop September 4, 11:54
Case File 1394 [Leila Marino]

Ms. Stillman,

I am sorry but I am not authorized to discuss this employee or the circumstances regarding her departure from the company.

Time: Sep 4- 7:48
From: Lucy Stillman
To: Nancy Nilop
Subject: Leila Marino

Dear Nancy,

I am writing to enquiry about the death of a former employee by the name of Leila Marino. I don't know if you were working at the time [September of 2007]. There was apparently some kind of accident. But I'm not able to find any information on the subject.

The coroner's office indicates that her file had been sealed. If it was a suicide, why is this information considered so sensitive?

Sincerely,
Lucy Stillman

Go back to your room and get some rest. In the morning, sneak behind Warren and steal his access pen while he's drinking coffee. Then, hop onto Animus and ride back to the world of memories.

MEMORY BLOCK IV

ABU'L NAQOUD MASYAF

Al Mualim is happy because 3 out of 9 men have fallen. He gives you the names of the next targets and explains why they need to be killed.

DNA Synchronization Augmented

Synchronizing rank 4 memory
New ability gained – Catch Ledge
New ability gained – Grab Break

You can practice in the courtyard.

attack
gentle push
GRAB BREAK
Press and hold (RT) and press (B)
when you see an enemy reach to grab you,
to break the grab and kick the enemy away.
Press (Start) to QUIT

Go to the courtyard and practice grab break, its bit tricky but useful when you are fighting against Templars. As for catch ledge, hmmm... what will you do when you are falling from a peak to your death? Duh! You'll try to catch a ledge and save your ass.

Go to the main gates and you'll get fast forwarding memory option [THAT MEANS NO MORE GALLOPING. I MISS MY WHITE HORSE, I WAS PLANNING TO NAME IT RYU]. Anyway, chose Damascus, we are going to assassinate Abu'l Naqoud first, William second and Majd Addin in the last.

ABU'L NAQOUD. CONT. DA,MASCUS

INVESTIGATIONS

Eavesdrop – Go to the souk and sit on a bench, lock onto the targets and eavesdrop their conversation to get information about Abu'l.

Information – The merchant king is preparing for a feast.

Pickpocket – Go to the market and lock onto the target, wait for the target to enter the market's interior and steal the letter.

Information – Acquired letter stating the merchant king is holding a festival within his fortress.

Interrogation – Lock onto the target and listen to the speech, then beat him up before he enters the alley to get the information.

Information – The merchant king will come out and speak to his people during his feast.

Informer Flag Collection Challenge – Talk to the Informer and he'll ask you to collect 20 flags in 3 minutes. Hop onto the fountain and follow the trial, it'll barely take 1:30 minutes to finish. When you are done, return to the Informer to complete the investigation.

Information – A fountain in the middle of the courtyard can be scaled.

Informer Assassination Challenge –This guy is an old friend of you. He asks you to kill two of Abu'l's personal guards. Go to the market and look for the guards. One will be standing in a corner and the other one will be inspecting the shops. Take out the patrolling first. Remember to run away as soon as his dead. Then, take out the other guard to complete the mission.

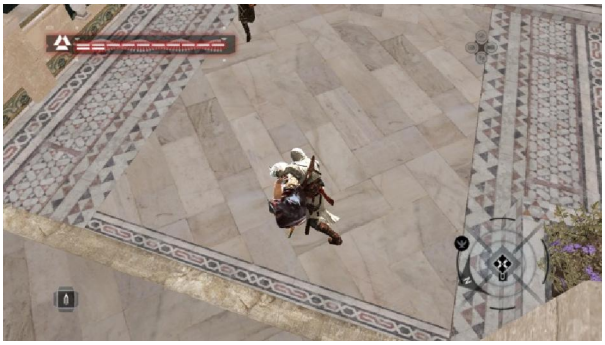
Information –

Informer Merchants Stand Destruction Challenge – Talk to the Informer and he'll ask you destroy some merchant stands, who are selling rotten meat. Go to the market and push the nearby soldier into the stand to destroy it. Repeat the same for all the stands before the timer runs out and return to the Informer to complete the mission.

Information – There's a passage leading up to the merchant king's quarters.

ASSASSINATE ABU'L NAQOUD

Pass the guard post and enter the palace to trigger a cut scene, where Abu'l poisons his guests. Climb onto the statue and jump to the platform, where archers are shooting, use your throwing knives and kill the archers. Once all the guards / archers are dead, go to the balcony, where Abu'l is standing. You need to strike him before he notices you. If you fail then you have to chase after him and kill him in the old fashion way, which is a bit tough. Once the merchant king is dead, use the door in his quarters [IF YOU MANAGE TO KILL HIM IN HIS PALACE] and exit the building. Run to the bureau and inform the leader about your victory.



WILLIAM DE MONTFERRAT — MASYAF

You need to know the answers but your master is not willing to give them. Every time you ask something, he orders you to leave. The same repeats this time, he says the questions will be answered when there's need to be asked [NICE QUOTE DON'T YOU THINK. LOL].

DNA Synchronization Augmented

Synchronizing rank 5 memory
New ability gained – Regain Balance and Dodge
New ability gained – Sword Expertise [DAMAGE]

You can practice in the courtyard.

Go to the courtyard and practice dodge, it's not that though so make sure you learn it properly. Then, head to Acre to meet William de Montferrat, King of Acre.

WILLIAM DE MONTFERRAT. CONT. — ACRE

INVESTIGATIONS

Pickpocket – Lock onto the target and listen to the conversation. Then, wait for the other guy to leave and steal the letter before the target reaches the alley.

Information – A forgotten structure can pose as a potential entrance.

Interrogation – Go to the Church and listen to the speech, beat the guy and get the information before he enters the alley.

Information – William will be distracted today by Richard's visit.

Informer Archer Stealth Assassination Challenge.
2 / 3 Archers Assassinated.
Eliminate all Archers and
report to the informer.

Informer Archer Stealth Assassination Challenge – Talk to the Informer and he'll ask you to kill three archers, use your throwing knives and silent them. Once you are done, return to the dude to get the information.

Information – Acquired map which holds the position of William's archers.

Informer Assassination Challenge – Another stealth assassination task. Both of them are patrolling the city inspecting civilians, kill them in an alleyway and return to the Informer to complete the investigation.

Information – If the citadel's gates closed, climbing the walls will be the escape.

Informer Flag Collection Challenge – Talk to the Informer and he asks you to collect 20 flags in 3 minutes. Collect the flags and return to the Informer to get the information.

Information – William will retreat to the back of his citadel when challenged by King Richard.

Informer Merchants Stand Destruction Challenge – Talk to the Informer and he'll ask you to destroy some merchant's stand, who are selling rotten food. Go to the market and push the soldier into the stand to destroy it. Repeat the same for the other stands and return to the Informer to complete the mission.

Information – Another man in the harbor seems connected to William.

ASSASSINATE WILLIAM DE MORTFERRAT

Head for the citadel and watch the cut scene, where King Richard challenges William. Wait for the crowd to clear and sneak inside the citadel. Make sure you behave properly when inside, one wrong move can call down the entire army. Believe me it'll be very difficult to fight 30-35 men at a time.

Sneak into the left side of the citadel and climb onto the roof. Use your throwing knives and take out as many archers as possible. Then, make your way to the backside of the citadel and you'll find William talking to his men. Here, you can either chose to fight him head-on-head or silently finish off your job and escape the fortress. If you want to silently finish off your job then wait for the soldiers to leave and quietly drop down to the ground, use your hidden blade and ice him.

If you wanted to do it like a mass murderer then jump down to the ground and take out the soldiers around him then hit William with everything you got and kill him to trigger a cut scene, where William will share his plans with you. He never tried to take the kingdom for his son or for himself; he tried to save the people from dying. He stole the food so that it can be rationed in the time of siege. He betrays Richard so that his people can live in peace [WHAT A GREAT MAN, I'M TOUCHED]. Once William is dead, the gates of the citadel will close and the entire village will be alerted. Quickly, climb onto the roof and rush to the left side of the citadel, look for a hay pile and jumps off the wall to escape the fortress.

MAJD ADDIN MASYAF

Back in maysaf and its conversation time. You want your answers at any cost; you have the right to know why you are killing them. Your master is treating you like a dog, he wants you to go and fetch others lives as if they are bones. You are not going to spill another drop of blood until your questions are answered. Al Mualim without any choice answers your questions.

These men you killed are leaders of both sides. They betrayed their masters to achieve their goals; they've killed thousands of people to create their new world. They are the main reason for this war. They try to take over the Holy Land while we [ASSASSINS] try to save it. That is why they need to be killed and that is what you are doing [OLD MAN IS PRETTY CLEVER].

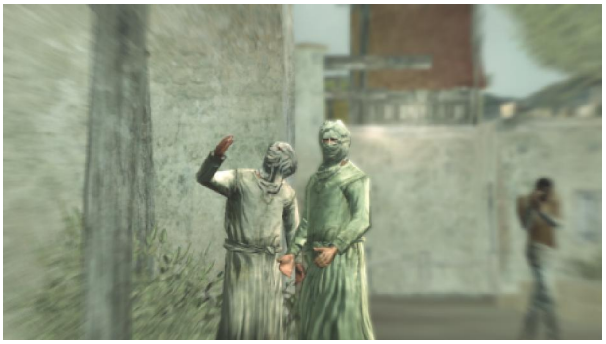
DNA Synchronization Augmented

Synchronizing rank 6 memory
New weapon gained – Extra Throwing Knives

You can practice in the courtyard.

MAJD ADDIN. CONT. JERUSALEM

INVESTIGATIONS



Eavesdrop – Go to the spot and find yourself a bench, then lock onto the targets and eavesdrop their conversation to get some information about the current situation in the city.

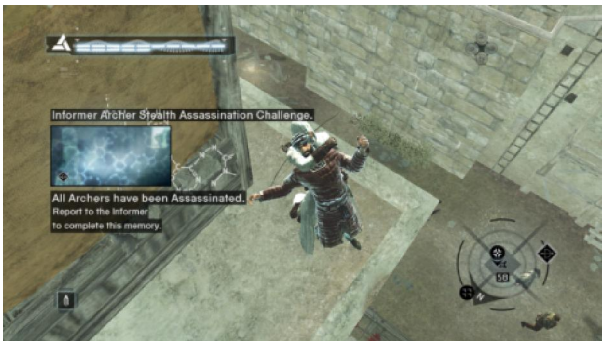
Information – Majd Addin is performing an execution today.

Pickpocket – Listen to the conversation and wait for the other guy to leave, then follow the target and pick his pocket between the guard posts.

Information – Acquired map showing the position of execution plaza.

Interrogation – It's as same as the others. Listen to the speech and beat him in an alley to get the information.

Information – Majd Addin has decided to rule Jerusalem through fear.



Informer Archer Stealth Assassination Challenge – Talk to the Informer and he'll ask to silent some archers. Climb on the roof and use your throwing knives to kill the archers. Do it in 2, 1 and 3 order.

Information – Majd Addin turns his back to the crowd during his speeches.

Informer Assassination Challenge – Talk to the Informer and he'll ask you to stealth kill some guards. Both of them are patrolling so kill them in an alley or when they are inspecting the shops and return to the Informer.

Information – A few scholars will try to enter the execution area.

Informer Escort Challenge – Talk to the Informer and he'll ask you to escort him to the village's gate. The guards will attack in three waves, one in the beginning, one near the stairs and the last one near the escape point. Kill them and safely escort the Informer to the gates to complete the mission.

Information – Acquired map detailing the positions of Majd Addin's guards.

ASSASSINATE MAJD ADDIN

Malik informs that one of the Assassins has been held hostage by Majd Addin and asks you to free him. So, you have to make sure that no harm falls upon this brother of yours. Just like William, you can either kill like an Assassin or like a mass murderer. If you want to do it in the way you are born to do it then go to the execution area and wait for Majd Addin to arrive. Gentle push the crowd out of your way and you'll find some scholars near the edge of the platform, enter blend with them and they'll help you pass the guards without being noticed. Wait for Majd Addin to turn his back and strike him with your hidden blade. If you want to do it in the other way then wait for Majd Addin to complete his speech and rush to the platform, where his standing. Ignore the guards and kill Majd Addin before he reaches your brother. Once he's dead, bust out of the plaza and run to a hiding spot. Kill the remaining soldiers, who are following you and return to the bureau to brag about your victory.

INTERLUDE

Talk to Lucy a few times [YES, I FORGOT TO COUNT HOW MANY TIMES TO TALK TO HER. SORRY... AGAIN] to get more information, she reveals Abstergo Industries is actually owned by Modern Templars [HMMM THAT EXPLAINS WHY THEY KIDNAPPED DESMOND]. Then, log in to the computers and check the mails.

OUTBOX – Lucy

From: Lucy Stillman September 5, 8:36
Re: Case File #1394 [Leila Marino]

Mister Rikkin:

I'm hoping you might be able to help me understand why even five years after the fact; no one is willing to tell me what happened to my friend. If you are concerned about the sensitive information being divulged as a result of sharing this with me... I think my record at the company speaks for itself.

Thank you for your assistance in this matter.

Best,
Lucy Stillman

INBOX – Vidic

From: Alan Rikkin September 5, 10:08
Re: Case File #1394 [Leila Marino]

You told me she wasn't going to be a problem and here she is stirring up the shit again. Deal with this, Warren. You vouched for her. You're responsible for her.

Time: Sep 5-8:37
From: Alan Rikkin
To: Lucy Stillman
Subject: Re: Case File #1394 [Leila Marino]

I will be out of the office starting September 1st. I will return on October 4th. In case of an emergency, please contact my assistant, Aubrey Jacobs at extension 1003.

Time: Sep 5-8:36
From: Lucy Stillman
To: Alan Rikkin
Subject: Re: Case File #1394 [Leila Marino]

Mister Rikkin:

I'm hoping you might be able to help me understand why even five years after the fact; no one is willing to tell me what happened to my friend. If you are concerned about the sensitive information being divulged as a result of sharing this wit me... I think my record at the company speaks for itself.

Thank you for your assistance in this matter.

Best,
Lucy Stillman

Abstergo_News_Wire_Services September 4, 12:30
Daily Headlines

Tension mounts over Antarctic drilling:

The u.s and e.u are once again facing heavy criticism for their decision to begin construction of jointly owned oil platforms in Weddell sea. Several supartional unions oppose the work, claiming it violates the Antarctic treaty system. The situation has been further complicated by the presence of two naval destroyers, said to be in the region for reasons unrelated to the construction.

From: Abstergo_News_Wire_Services September 3, 13:44
Daily Headlines

Hurricane season ends... but not in the way you think:

Increasingly erratic weather patterns have caused the global weather association to abolish the term "Hurricane season". Once confined to the months of June to November, hurricane duration, frequency, strength and location have increases to the point where coastal cities must now live in constant fear of these devastating storms.

Eye-Abstergo satellite launch postponed:

Citing must minute adjustments to their new all-in-one telecommunication satellite, eye-Abstergo have postponed the launch of their first satellite until December 21st. they maintained that their patent technology will allow faster, more reliable data transmission than previous-generation satellites which suffered from delays and interference.

OUTBOX – Vidic

From: Warren Vidic September 3, 9:14
Re: Leila...

Nothing. Get back to work pls. we have a deadline

Ps why do u sign your emails? It says right up top who its coming from

Time: Sep 3-21:05
From: Lucy Stillman
To: Warren Vidic
Subject: Leila...

You said "wind up like Leila" earlier. What did you mean?

-Lucy

From: Warren Vidic September 3, 2:36
Re: Your pen

Great. Leave it @ my desk. Worry less about my things and more about making animus work. Thanks.

Time: Sep 2-22:46
From: Lucy Stillman
To: Warren Vidic
Subject: Your pen

Warren:

Found your ACCESS-KEY pen again today out by the parking lot. You really need to start keeping it IN your pocket instead of LETTING IT HANG off your coat. Try and take better care of your things, Warren. Imagine is security had found it. They'd have shut us down for at least a day to reprogram all the computer access codes.

-Lucy

DELETED ITEMS – Vidic

From: [SENDER UNKNOWN] September 4, 13:00

I KNOW WHAT YOU'RE DOING. I KNOW WHAT YOU DID. I SAW HIM. HE HAD A METAL BALL. IT OPENED. THEY WENT CRAZY. SHOOTING. STABBING. TORE EACH OTHER TO PIECES. I KNOW IT WAS YOU PEOPLE. SAW THE LOGO. HEARD THE NAME. I'M GOING TO TELL. ANYONE WHO WILL LISTEN. YOU'LL BE EXPOSED. THEY'LL KNOW THE TRUTH. AND THEN YOU WILL PAY. YOU CRAZY BASTARDS. YOU'LL PAY.

From: Administration September 3, 9:13
Classified Information

As a general reminder, all employees of Abstergo industries are prohibited from discussion corporate policy, proceedings and projects. In the light of pending litigation you are all reminded of sections 2.15 in your employment contracts:

"You acknowledge and agree that ABSTERGO has developed such confidential information by the significant time, effort and expense, and that such confidential information provides ABSTERGO with a significant competitive advantage in its business. You acknowledge and agree that a breach of this agreement by you will therefore result in irreparable harm to ABSTERGO, the extent of which would be difficult to ascertain, and in any event money damages will be inadequately as a remedy in the event of such a breach. Accordingly, you agree that in the event of a breach of this agreement by you, ABSTERGO shall be entitles to injunctive, or other equitable relief as the court deems appropriate, in addition to any other remedies which it may have available."

Should you have any questions, please do not hesitate to contact your human resources manager.

We thank you in advance for your compliance.

MEMORY BLOCK V

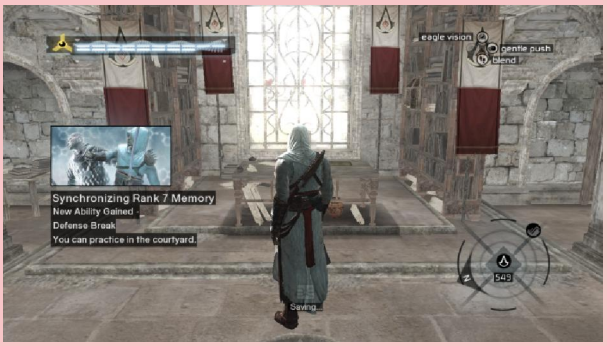
SIBRAND — MASYAF

Al Mualim is pleased with your victory. He tells you more about the treasure and why Robert and the other Tempalrs are trying to get it and also why you need to stop him [THIS GUY IS PISSING ME OFF... ARRGH].

DNA Synchronization Augmented

Synchronizing rank 7 memory
New ability gained – Defense Break

You can practice in the courtyard.



It's time for some practice, go to the courtyard and learn how to perform defense break, it is very useful against Templers and Robert, who'll block every strike you hit them. Then, head to the main gates and ride to Acre.

SIBRAND. CONT. — ACRE

INVESTIGATIONS

Eavesdrop – Sit on a bench and lock on to the targets to eavesdrop on their conversation, where Sibrand himself comes to have a chat with the soldiers.

Information – Sibrand is hiding in the docks.

Pickpocket – Lock on to the target and listen to the conversation, then wait for the old man to pass the guard post and steal the letter.

Information – Acquired letter stating Sibrand has no guards on the northern docks.

Interrogation – You really want me to explain this? Oh well! Go to the spot and lock onto the target, listen to the speech and wait for him to leave the stadium. Follow him to the alley and beat him up until he gives you the information.

Information –

Informer Rooftop Race Challenge – Talk to the Informer, who tells you to speak to the other Informer. Run to the other Informer and talk to him to complete the investigation.

Information –

Informer Assassination Challenge – Talk to the Informer and he'll ask you to kill 3 Templers in 3 minutes, use your hidden blade and silent them in a secluded place.

Information – Many drunken sailors populate the docks.

Informer Escort Challenge – Talk to the Informer and he'll ask you to safely escort him to the exit point. Follow the Informer and kill the guards, who try to attack the Informer.

Information – Acquired map detailing the position of Sibrand's guards.

ASSASSINATE SIBRAND

Go to the docks and watch the cut scene, where Sibrand kills a scholar thinking he's an Assassin [YOU]. Wait for the crowd to clear and jump to the boat, use the boats and pillars and make your way to the ship where Sibrand is hiding. Hang onto the edge of the ship [DON'T CLIMB UP] and wait for Sibrand to come and shoot some arrows in the air. Then, use your hidden blade and finish him before he retreats. Once Sibrand is dead, kill the guards in the ship and use the bridge in the backside of the ship to enter the village. Run to the bureau in one piece to complete the memory.

JUBAIR AL HAKIM — MASYAF

DNA Synchronization Augmented

Synchronizing rank 8 memory
New ability gained – Short Blade Expertise [DAMAGE]
New weapon gained – Extra Throwing Knives

You can practice in the courtyard.

JUBAIR AL HAKIM. CONT. — DAMASCUS

INVESTIGATIONS

Eavesdrop – Sneak inside the building and sit on a bench, lock onto the targets and listen to the conversation to complete the investigation.

Information – Jubair holds daily meeting within the Madrasah.

Pickpocket – Lock on to the targets and listen to the conversation, where they send a third party to deliver a letter. Follow the target and pickpocket him, when he enters the crowd.

Information – Acquired letter which states Jubair should be within a garden.

Interrogation – NOOOOO! Don't ask, I've explained this at least a thousand times. By this time, even a retard can remember how to do it. Lol. Just joking. Go to the spot and listen to the speech, then beat him up before he reaches the alley to complete the investigation.

Information – Jubair's scholars are destroying all the books in Damascus.

Informer Assassination Challenge – Talk to the Informer and he'll ask you to kill some knights in 5 minutes, locate the knights and kill them in a secluded place.

Information – Acquires map detailing where Jubair will be burning the books, look for smoke.

Informer Merchants Stand Destruction Challenge – The Informer asks you to destroy the merchant stands, who are selling rotten food to the people. Destroy their stands and return to the Informer to get the information about J.U.B.A.I.R.

Information – Jubair wears rich, golden robes and carries a pouch.

Informer Rooftop Race Challenge – Talk to the Informer and he tells you to get the other informer in 1:30 minutes. Get to the other Informer before the timer runs out and talk to him to complete the investigation successfully.

Information – Jubair is at the Madrasah Al Kallasah, surrounded by loyal men.

ASSASSINATE JUBAIR AL HAKIM

Go to the spot and climb onto the rooftop to enter Madrasah. You'll get a cut scene, where Jubair orders his men to destroy all the ancient scripts in the city. Once the cut scene is over, you'll see six targets in your map. You need to find and kill the real Jubair. You can just kill all six or look for the real Jubair, the real one wears golden robe and runs away as soon as he sees you, chase after him and kill him in high profile.

INTERLUDE

Wait for Warren to leave and talk to Lucy a few times. Abstergo had the artifact but, it got destroyed in an accident. Now, they are using you to find another one. Wait for Lucy to leave and log in to computers to check the mails.

INBOX – Vidic

From: Alan Rikkin — September 6, 18:36
False alarm

It's those idiots in the pills division. We're putting out a press release about the satellite. Telling them launch has been delayed to 21st so that we make improvements to the coverage area. Some stuff about less dropped calls. For the benefit of our consumers? Of course. Let's just make sure you get what you need in time to meet the new launch window.

Time: Sep 6, 15:21
From: Jane Birkam
To: Warren Vidic
Subject: Everything okay?

Wow. You have been watching the news? Stock is going to take a hit from this for sure.

Want to grab a lunch today?

Time: Sep 6, 15:18
From: Henry Liman
To: Warren Vidic
Subject: Re: Classified Information

Guess the ****'s really hit the fan this time. Somebody manage to leak a bunch of documents on the fluoride enhancement studies? And now the pharmaceuticals division is under investigation by feds. They've shut the entire place down. Did you what was does in those reports? What the hell were they thinking? They pretty much poisoned an entire town.

Time: Sep 3, 6:13
From: Administration
To: Abstergo-All
Subject: Classified information

As a general reminder, all employees of Abstergo industries are prohibited from discussion corporate policy, proceedings and projects. In the light of pending litigation you are all reminded of sections 2.15 in your employment contracts:

"You acknowledge and agree that ABSTERGO has developed such confidential information by the significant time, effort and expense, and that such confidential information provides ABSTERGO with a significant competitive advantage in its business. You acknowledge and agree that a breach of this agreement by you will therefore result in irreparable harm to ABSTERGO, the extent of which would be difficult to ascertain, and in any event money damages will be inadequately as a remedy in the event of such a breach. Accordingly, you agree that in the event of a breach of this agreement by you, ABSTERGO shall be entitles to injunctive, or other equitable relief as the court deems appropriate, in addition to any other remedies which it may have available."

Should you have any questions, please do not hesitate to contact your human resources manager.

We thank you in advance for your compliance.

MEMORY BLOCK VI

ROBERT DE SABLE **MASYAF**

Al Mualim is extremely happy. Only one more Templar and then the world can live in peace and your brotherhood will be safe. After the cut scene, you'll be back restored to your original rank with all upgrades and expertise.

DNA Synchronization Augmented

Synchronization rank memory
New ability gained – Sword Expertise
New ability gained – Extra Throwing Knives

You can practice in the courtyard.

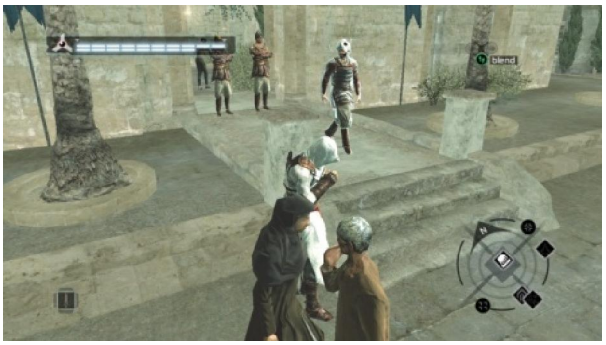
This is your last assassination [ACCORDING TO AL MUALIM]. So, go to the main gates and choose Jerusalem's bureau.

ROBERT DE SABLE. CONT. JERUSALEM

INVESTIGATIONS

Eavesdrop – Go to the spot and find yourself a bench to sit, then lock onto the targets and eavesdrop on their conversation to get the information you want.

Information – Robert will be attending a funeral.



Pickpocket – Go to the spot and scale the walls to get inside the building. Listen to the conversation of the two soldiers and wait for the target to pass the guard post. Climb onto the walls again and follow the soldier outside, wait for the right moment and steal the letter.

Information – Acquired a map detailing the position of Jerusalem guards during Majd Addin's funeral.

Interrogation – Go to the spot and lock onto the target to listen to another boring speech [MAN HE'S BORING THAN MY HISTORY TEACHER]. Follow the target to a secluded spot and beat him up.

Information – What are Robert's true motives?

Informer Assassination Challenge – Go to the Informer and he'll ask you to stealth kill 5 Templars in 5 minutes. Use your hidden blade and kill the Templars in a secluded place or in a crowd. Then, return to the Informer before the timer runs out to complete the investigation successfully.

Information – Don't face all of Robert's men at once.

Informer Archer Stealth Assassination Challenge.
All Archers have been Assassinated.
Report to the Informer
to complete this memory.

Informer Archer Stealth Assassination Challenge – The Informer asks you to stealth kill three archers, who are patrolling in the roof. Use your throwing knives and hidden blade and kill the archers before they ring the alarm.

Information – Blend with some scholars during the funeral.

Informer Rooftop Race Challenge – Talk to the Informer and he'll tell you to meet the other one, who have information about Robert. Meet the other Informer in 1 minute to get the information.

Information – Acquired map detailing Robert's position during the funeral.

ASSASSINATE ROBERT DE SABLE

Go to the bureau and Altair and Malik will have a touching conversation, where Altair asks sorry and Malik admits his fault. Before going to the spot, save ALL the citizens in JERUSALEM, it is very important that you this in this mission. Then, go to the funeral and watch the cut scene, where Robert launches an ambush on you.

The place is too small and protected by archers from all directions, bust out of the graveyard and run to a place, where you can fight freely. Take out the Templars one by one and then, defeat Robert to trigger a cut scene, where you'll find out it's not Robert. Dang! Become anonymous and go to the bureau to inform Malik about the situation. Robert was never at the funeral, he is in Arsuf trying to unite Richard and Saladin against the Assassins. Malik tells you to return to Maysaf but, you decide to ride to Arsuf and finish this once and for all.

ROBERT DE SABLE. CONT. ARSUF

Arsuf is near Acre so, go to Acre and then ride to Arsuf. Once you reached Arsuf, follow down the path and kill EVEYONE in your way until you reach King Richard to trigger a cut scene. You'll inform Richard about the situation and he believes in you so, he'll let you and Robert settle this in the good old fashion way.

This is the toughest fight in the game, there will be 20-30 Templars attacking at a time. The best strategy is to use dodge and counter. Once you have killed the Templars, Robert will jump into the fight. He's a tough nut to crack, every time he'll takes 3-4 life bars. Maintain your distance and use ONLY counter [DON'T

USE NORMAL ATTACK] to kill him. Once Robert is dead, you'll get a twisting cut scene, where Robert reveals the secret about your beloved master.

INTERLUDE

When you wake up, you'll hear gun shots and Warren shouting. The Assassins have attacked Abstergo to rescue you. But, the Templars have managed to outrun them. Talk to Lucy and she'll tell you that Assassins have attacked Abstergo trying to rescue you, then you'll notice that her left ring finger is missing [OMG! OMG!! OMG!!! SHE'S AN... ASSASSIN].

OUTBOX – Lucy

From: Lucy Stillman — September 7, 9:26
Re: Conf room door

10281943

Time: Sep 7, 9:23
From: Warren Vidic
To: Lucy Stillman
Subject: Re: Conf room door

No what is it

Time: Sep 7, 9:20
From: Lucy Stillman
To: Warren Vidic
Subject: Re: Conf room door

Hi Warren:

The password has changed last night (they change them once a week). Do you have the password?

Time: Sep 7, 9:13
From: Warren Vidic
To: Lucy Stillman
Subject: Conf room door

Isn't working. Remote access is down or something. Can u look & see what's wrong. Don't have time for this crap.

DELETED ITEMS – Lucy

From: ?? September 6, 8:25

From: Faster cheaper meds
To: Lucy Stillman
Subject: Problems DOWN THERE?

wondEr Why everyone laughs at you? I'll let you guess. Let's just say she's proBably gEtTing it bigger and better than someone else tHat isn't you. How can you hope to complEte? REst asSured there are sOme gOod ways. Click the liNK to see!

Time: Sep 6 – 8:18
From: Lucy Stillman
To:
Subject:

CAN YOU SEND RESCUE?

Time: Sep 6 – 8:16
From:
To: Lucy Stillman
Subject:

GOOD. KEEP IT THAT WAY FOR NOW.

Time: Sep 6 – 8:03
From: Lucy Stillman
To:
Subject:

NO.

Time: Sep 6 – 7:56
From:
To: Lucy Stillman
Subject:

DOES HE KNOW ABOUT US?

Time: Sep 6 – 7:47
From: Lucy Stillman
To:
Subject:

THEY'RE USING HIM TO LOCATE ANOTHER ARTIFACT. I HAVE BEEN DELAYING BUT THEY ARE CLOSE NOW.

Time: Sep 6 – 7:34
From:
To: Lucy Stillman
Subject:

WHAT ABOUT DESMOND?

Time: Sep 6 – 7:20
From: Lucy Stillman
To:
Subject:

OUR MINDS.

Time: Sep 6 – 7:18
From:
To: Lucy Stillman
Subject:

WHAT DO YOU MEAN EVERYTHING?

Time: Sep 6 – 7:15
From: Lucy Stillman
To:
Subject:

LOW EARTH ORBIT TRANSMITTER FOR ARTIFACTS. EXTENSION OF CONDITIONED RESPONSE EXPERIMENTS FOR FIVE YEARS AGO. IF SUCCESSFUL THEY CONTROL EVERYTHING.

Time: Sep 6 – 7:12
From:
To: Lucy Stillman
Subject:

WHAT IS THE PROPOSE OF LAUNCH?

Time: Sep 6 – 6:58

From: Lucy Stillman
To:
Subject:

AT LEAST TWENTY DEAD IN ACCIDENT. ASSUME THIS IS SITE OF LAUNCH. IF NOT LAUNCH, THEN CERTAINLY ASSEMBLY. SHOULD TRY AND INFILTRATE.

Time: Sep 6 – 6:48
From:
To: Lucy Stillman
Subject:??

NEED INTEL ON DIA EVENT.

WondEr Why It is everyone Laughs at you? i'll Let you guess. Let's just say she's proBably gEtTing it bigger and better than someone else tHat isn't you. How can you hope to complEte? REst asSured there are sOme gOod ways. Click the liNk to see!

DECODED: WE WILL BE THERE SOON.

INBOX – Vidic

From: Abstergo_News_Wire_Services September 7, 13:14
Daily headlines

Mexican president promises better border security:

Concerned about record numbers of illegal immigrants entering his country, the president of Mexico today promised to ramp up border security. The number of troops stationed along the border expected to triple. Opponents are worried about an increased in violence between American refugees and Mexicans troops. Fighting between the two troops has left 300 dead and nearly 1000 wounded over the past six months.

From: Lucy Stillman September 7, 9:26
Re: Conf room door

10281943

Time: Sep 7, 9:23
From: Warren Vidic
To: Lucy Stillman
Subject: Re: Conf room door

No what is it

Time: Sep 7, 9:20
From: Lucy Stillman
To: Warren Vidic
Subject: Re: Conf room door

Hi Warren:

The password has changed last night (they change them once a week). Do you have the password?

Time: Sep 7, 9:13
From: Warren Vidic
To: Lucy Stillman
Subject: Conf room door

Isn't working. Remote access is down or something. Can u look & see what's wrong. Don't have time for this crap.

From: Alan Rikkin September 7, 6:47
Additional subjects

Warren:

If this kid isn't going to get us what we need, it's time start looking elsewhere. I've cc'd David from acquisition department. He may be able to provide you with a couple of additional test subjects should Desmond be retired. In case you need reminding, WE ARE RUNNING OUT OF TIME.

This crap with the fluoride enhancement is going to put under a LOT of scrutiny. We need to launch on the 21st. if we any longer we risk everything being frozen during the investigation. I have a feeling that none of our friend in D.C. are going to do us any favor on this one. We'll deal with them come election time.

We've cleaned up the mess at DIA, but I'm hearing some jackass baggage handler trolling newsgroups and nutjob websites with his tales mass murder and corporate cover-ups. Where's he even getting his information from? Your report said the project lead killed everyone down there before our cleanup crew arrived. I still don't understand how they manage to botch that so badly.

Anyway, we're trying to figure out who the hell he is so that we can shut him up. But it's proving difficult. I'm beginning to wonder if he doesn't have help. Seems there are some assassin bastards running loose. It only takes one. You already knew that. Makes me wonder if the new fluoride leak is internal after all...and if it was, are we dealing with the wristle blower or something worse?

I'm about ready to pull the plugs on your subject seventeen. So either get me results or get another person into that animus.

-Alan

From: Security-Documents Department September 6, 17:13
Password

00062677

Time: Sep 6, 16:35
From: Alan Rikkin
To: Warren Vidic
Subject: Re: Password

I'll security for you. Check your email shortly.

Time: Sep 6, 16:32
From: Warren Vidic
To: Alan Rikkin
Subject: Password

Can't access the computer. Whats the password?

Time: Sep 6, 16:00
From: Alan Rikkin
To: Warren Vidic
Subject: Updates

Warren:

I've downloaded our analysis of your latest findings onto the secure terminal in the conference room. It is critical that you review it and get back to us with any additional comments.

We cannot continue on the search until you sign off.

Please make this a priority.

From: Abstergo_News_Wire_Services September 6, 12:30
Daily headlines

Hundreds hospitalized in wake of water tampering scandal:

Abstergo holdings stands accused for secretly manipulating a small town's water supply in order to test a synthetic drug referred to internally as new fluoride.

Nation morns at the loss of final film studio:

History was made today with the closing of the country's last movie studio. The raising prominence of video games coupled with rampant piracy is considered to be the leading causes for this demise.

Once you complete all the mails available in Memory Block 6, you'll find the access code to the conference room. Go to the conference room door and enter the password. Log in to the computer inside and check the mail to find some important inform about the Pieces of Eden.

INBOX – Project Lead #9

From: Alan Rikkin September 7, 8:00
Analysis

Warren:

The other and I have finished reviewing the animus recordings from subjects 12-16. While the piece of Eden remains our priority, we must all continue working to locate and understand the remaining artifacts. I am sure you can understand our reasoning behind this. Although the satellite is intended to accomplish a fair potion of the work for us, we will certainly need to deal with those who are either immune to - or protected from – its effects.

Please take a moment to look over our findings and get back to me with any feedback you may have. I will summarize below:

1. Piece of Eden (no. 3) – We applaud your continued efforts to locate an alternative artifact following the loss of no. 2 in the DIA satellite accident. We understand subject seventeen is having trouble interfacing the animus, leading to delays. As a result, we estimate another 24 hours before your next critical update. In the meantime, we'll prepare an extraction team and set them to stand by. We're relying on you to obtain additional information we require. He knows where the objects are – even if he doesn't realize it. You MUST unlock that final memory or all of this will have been for nothing.

2. Philadelphia project – Data provided from animus subject twelve indicates that the ship briefly manifested in a future state for approximately for 18 minutes. It is unclear whether the timeline is consistent or with parallel to our own. Although we have recovered enough data to reconstruct and repair the original artifact used in the experiment, administration has refused to move forward on the project, citing paradox concerns. Corporate policy remains in place: any objects find to interfere with or manipulate time must be contained. Artifacts will be moves to secure storage.

3. Tunguska incident – Now believes to be a direct result of assault by Assassins. Research station destroyed as was artifact. Alternative wave generation devices have been located in the storage, but we have insufficient data at the moment to initiate research. The risk of accident is too high. Lineage discovery and acquisition division should attempt to locate any descendants of any attack survivors (either the Assassins or brotherhood) in order to continue research. Resurrecting this particular type of technology will aid us greatly in any holdouts following the satellite's activation. We're putting together a team to push research in this area.

4. Grail – We are removing the Grail from our list of objectives. There is insufficient evidence to conform its existence. Current examination of subject seventeen indicates that aside from Piece of Eden, all other artifacts related to Christ-figure are literally devices (or derived from Piece of Eden) and not actual objects. Even if the object is real, its use to us this stage is negligible. Our resources are better used elsewhere.

5. Mitchell-Hedges Communicators – Analysis of the objects is complete. The good news is that they work. As a result, we have a safe and secure communication channel for use after the launch. However, they are severely limited in number, and so we will be providing them to our out most essential facilities. You will obviously retained possession of the one you have.

Warren, I can't stress how important that you wrap things with subject seventeen and soon as possible. We're obliviously relieved that you seem to be closing in onto the targeted memory, but you need to step it up. Everything we're working towards depends on your retrieving those locations. Without them, we've got nothing.

May The Father of Understanding guide you to success.

A.R.

MEMORY BLOCK VII

AL MUALIM PARADISE

As you remember, when we kill Robert in Arsuf, he reveals a [NOT SO] twisting secret behind Altair's beloved master. So, Altair decides to pay a visit to his master and find out what he heard is true or not. So after the Assassin's assault on Abstergo, you will enter the Animus for the last time [IN THE STORY MODE] to complete the last memory block.

ASSASSINATE AL MUALIM

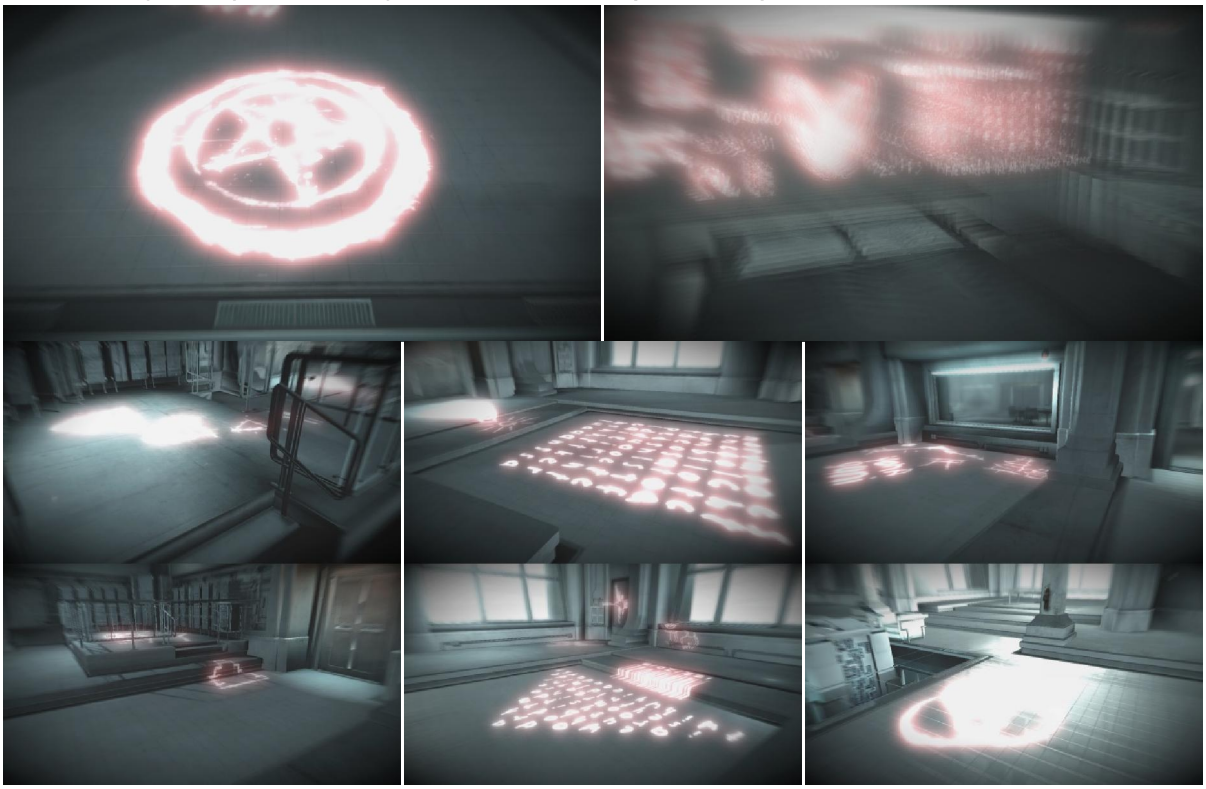
When you arrive at Masyaf, you'll realize Al Muailm has used the artifact on its populace. Go towards the fortress and you'll get attacked by a large group of Assassins, kill them. The second wave will be even bigger but luckily, Malik and the other Assassins will lend you a hand. Kill the possessed Assassins and move towards Malik to trigger a cut scene. Go to the fortress and gentle push the crowd and go to the garden to get another cut scene, where Al Mualim summons nine doppelgangers of the targets you assassinated before. Counter their moves and finish them off.

Then, Al Mualim summons nine doppelgangers of him. Repeat the same strategy and you'll move to the third stage of the fighting, where Al Mualim disappears and reappears in different places. Locate your dear master and counter his attack. Be careful though he can kill you in one hit, so it is very important that you block or dodge his attacks. In the end, you'll face your master in ONE-ON-ONE duel; he's an old man. So, it'll hardly take two to three blows to finish him. Once he's dead, you'll get a cut scene, where you'll see the location of ALL THE ARTIFACTS [ABSTERGO MUST BE HAVING TEARS OF JOY NOW].

EPILOGUE

The lead orders to execute you but Lucy interferes and stops it. Then, you'll see some strange messages on the floor, Lucy in blue [BECAUSE SHE'S AN ASSASSIN] and Warren in white. Go to your room and

use the eagle vision on the wall behind your bed to see more blood written message. After the credits, go to the hall and use your eagle vision everywhere to see more scripted messages.



M O R Y M N O E S
E N C E O L C H T
H O N B T L O T C
T D E O S A T O A
P E D S N L S T F
L D D U O O E T E
E A I E I R I N T
H S H K T T K E R
T U A A A N S S A

DECODED: ARTIFACTS SENT TO THE SKIES TO CONTROL ALL NATIONS TO MAKE US OBEY A HIDDEN CRUSADE. DO NOT HELP THEM.

A
D R H
O O D T M
W H B I T D O
E U S Y S I N S E
A R O O M R E A Y N R
I S E Y T N I D L M I D E
T W I H W Y I E A U D A Y H T

DECODED: THEY DRAINED MY SOUL AND MADE IT THEIRS. I DRAINED MY BODY TO SHOW YOU WHERE I SAW IT.

INBOX – Vidic

From: Abstergo_News_Wire_Services — September 8, 15:37
Daily headlines

Talks continues regarding aftermath of L-11 outbreak:

Nearly six years later, little progress has been made in dealing the with the repercussions of what history books now refers to as "The Second Plague" With nearly 96% of its population decimated over a 3-months period, the continent of Africa is now virtually uninhabited. Plans to divide up the continent have met with strong resistance and claims of neo-colonialism. One protestor had this to say "Whether we are hundred or a hundred million – this is still our home and no one has the right to take from us."

DELETED ITEMS – Vidic

From: Lucy Stillman September 8, 3:13
Subject No. 16

Warren:

I've finished my report on subject sixteen. You should take a look when you have some time as I believe it validates my belief that we should be treating them with great care. Failure to do so will only result in further breakdowns.

I'll summarize things for now since I realize you're probably pretty busy. Prolonged exposure to the animus caused a "bleeding effect" Within Subject Sixteen's genetic structure. The result was a blending of genetic and real-time memory. He become unable to distinguish his own life from those of his ancestors, as witnessed with the incident in his room.

I believe this effect is similar to certain forms of multiple personality and delusional disorders. People who claim to be experiencing the past life or the presence of other minds within their own are quite possibly experiencing a naturally occurring version of this bleedings effect. Though the specific symptoms may vary from subject to subject, the end result is the same:
They lose their minds.

This is what I believes happened to subject sixteen, one of his ancestors seems to have been involved in an important event in the ancient Far East.thw wall writings he left us defy any conventional explanation, though I'm not ready to dismiss them just yet, per your request, I've asked for a linguist and historians to research them further in case there is some significance. I'll let you know if they come back to us with anything.

I'll get you a full copy of the report so that you can review my findings when you have the time. I know this not that important to you Warren, but it would mean a lot to me if you'd just take a look and think about it. We don't need to push them so hard. We don't need to kill them. From a practical perspective, there's no point in destroying the subjects anymore. Once they are dead, their knowledge is lost to us forever. And we both know how dangerous that can be.

Thanks for your time!

-Lucy

Once you finished reading the mails, hop onto the Animus and read [VIEW ATTACHMENT] the epilogue in the seventh memory block.

EPILOGUE OF ASSASSIN'S CREED

"My master is dead – and many more with him, friends and foes alike. But the storm is broken, though pride may hold the clouds aloft a little longer. Of this much I am certain: with Robert and Al Mualim dead, the Saracens and Crusaders armies will lay down their arms and give this senseless war. Freed from the manipulation and schemes of wicked men, Saladin and Richard will find they have more in common then they think. Peace will return to the land. And if they should stray once more? Then my brothers and I will what needs to be done to set things aright... Maysaf is quiet now, caressed by the wind which carries through the valley. What is this thing I hold, that can bend men's minds? No larger than an apple – yet its power greater than any weapon I've known. I have seen what evil even the smallest taste can brings. I should destroy it... Yet something stays my hand. No. I will hold it a little longer and see what it can teach me. Perhaps it can be turned to good. Or is this what the others thought when they held it? Is that its power, then? To turn the noble into cruel? I know not what the future holds for any of us, but I do know those Assassins who remain do need guidance. I must attend to them. Help to heal their wounds. We will march together into the future, and emerge stronger than we were before. If we are to succeed, if we are to rebuild, then must be careful not to repeat the same mistakes of those who came before. We must be vigilantes; ever mindful of the past..."

ADDITIONAL MEMORIES

FLAGS

There are total of 420 flags in the game, 100 in each city and the remaining 20 in Masyaf. Yes I know, there are a lot of them and they are complete pain to find since they are in so large number. But, fear not. Below, you will find maps of all the flags in each city, use them to find their location and grab them all to get the achievements.

FLAGS	
MASYAF	20
KINGDOM	100
DAMASCUS – POOR DISTRICT	33
DAMASCUS – MIDDLE DISTRICT	34
DAMASCUS – RICH DISTRICT	33
ACRE – POOR DISTRICT	33
ACRE – MIDDLE DISTRICT	33
ACRE – RICH DISTRICT	34
JERUSALEM – POOR DISTRICT	33
JERUSALEM – MIDDLE DISTRICT	33
JERUSALEM – RICH DISTRICT	34

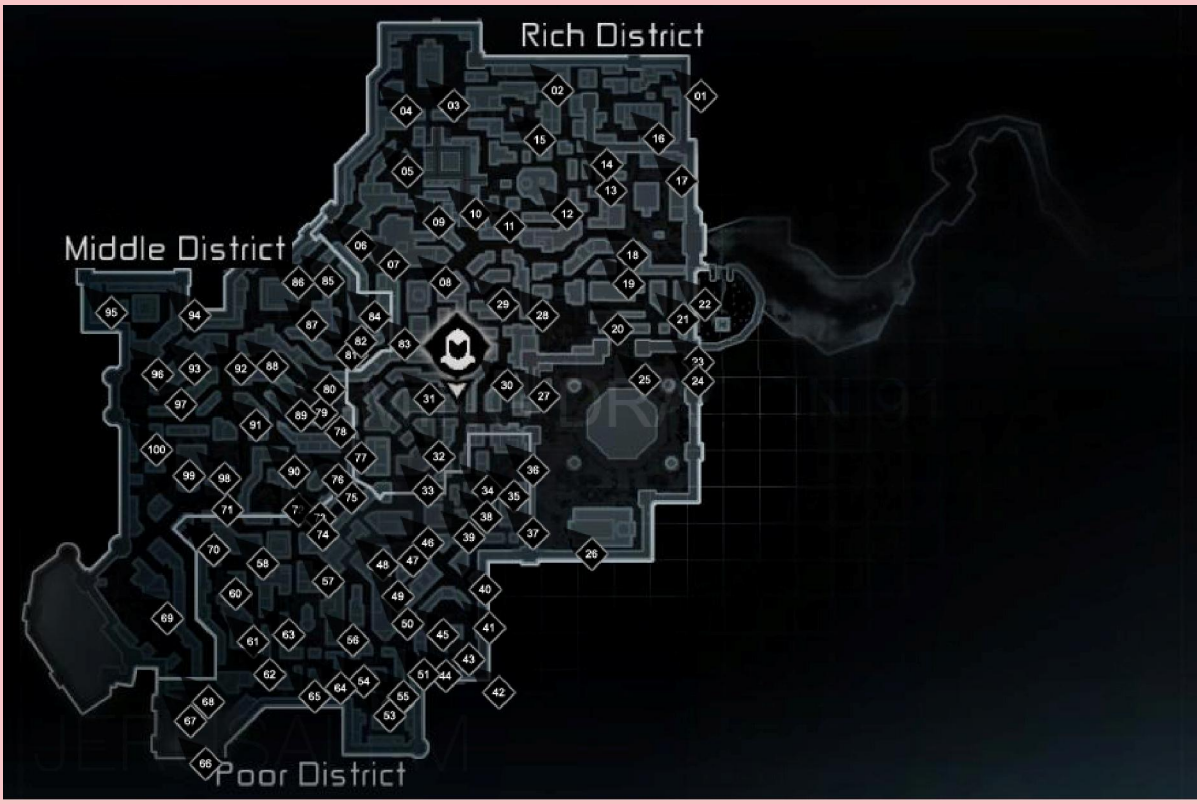
MASYAF

KINGDOM

DAMASCUS

ACRE

JERUSALEM



SAVE CITIZENS

You will be introduced to save citizens when you first arrive in Damascus to assassinate Tamir. Basically, you are going to kick some soldiers' ass and rescue the tortured citizens from them. Once you have freed a citizen, talk to them and they will repay you with a group of scholars or vigilants to help you around the city. There are a lot of citizens to be saved in each city, find and save them all to maximize your synchronization bar and to get those shiny achievements for completing all the free memories in each city.

SAVE CITIZENS	
DAMASCUS – POOR DISTRICT	12
DAMASCUS – MIDDLE DISTRICT	8
DAMASCUS – RICH DISTRICT	10
ACRE – POOR DISTRICT	11
ACRE – MIDDLE DISTRICT	7
ACRE – RICH DISTRICT	9
JERUSALEM – POOR DISTRICT	8
JERUSALEM – MIDDLE DISTRICT	7
JERUSALEM – RICH DISTRICT	12

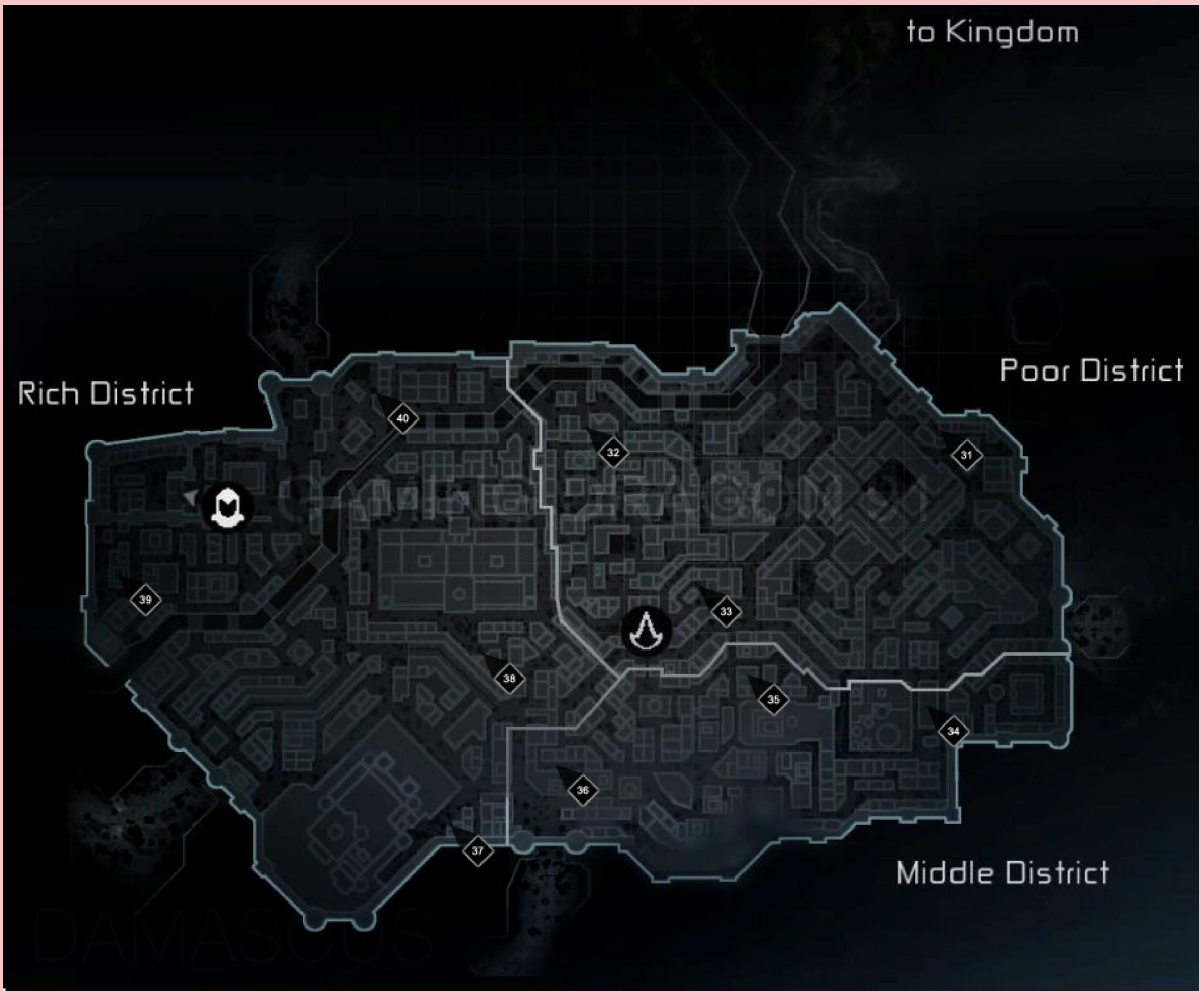
TEMPLARS

60 templars are eagerly waiting for you to find and kill them. I have marked their location on the maps below, find them in the spot and make sure they meet their fate in your fate. One more thing, your fancy stealth moves won't work against them, they will detect you as soon as you enter their line of sight so, you need to kill them in the good old fashion i.e. in an open fight. You can also try to pull out a high profile assassination but it will work if you manage to slip their attention while running towards them.

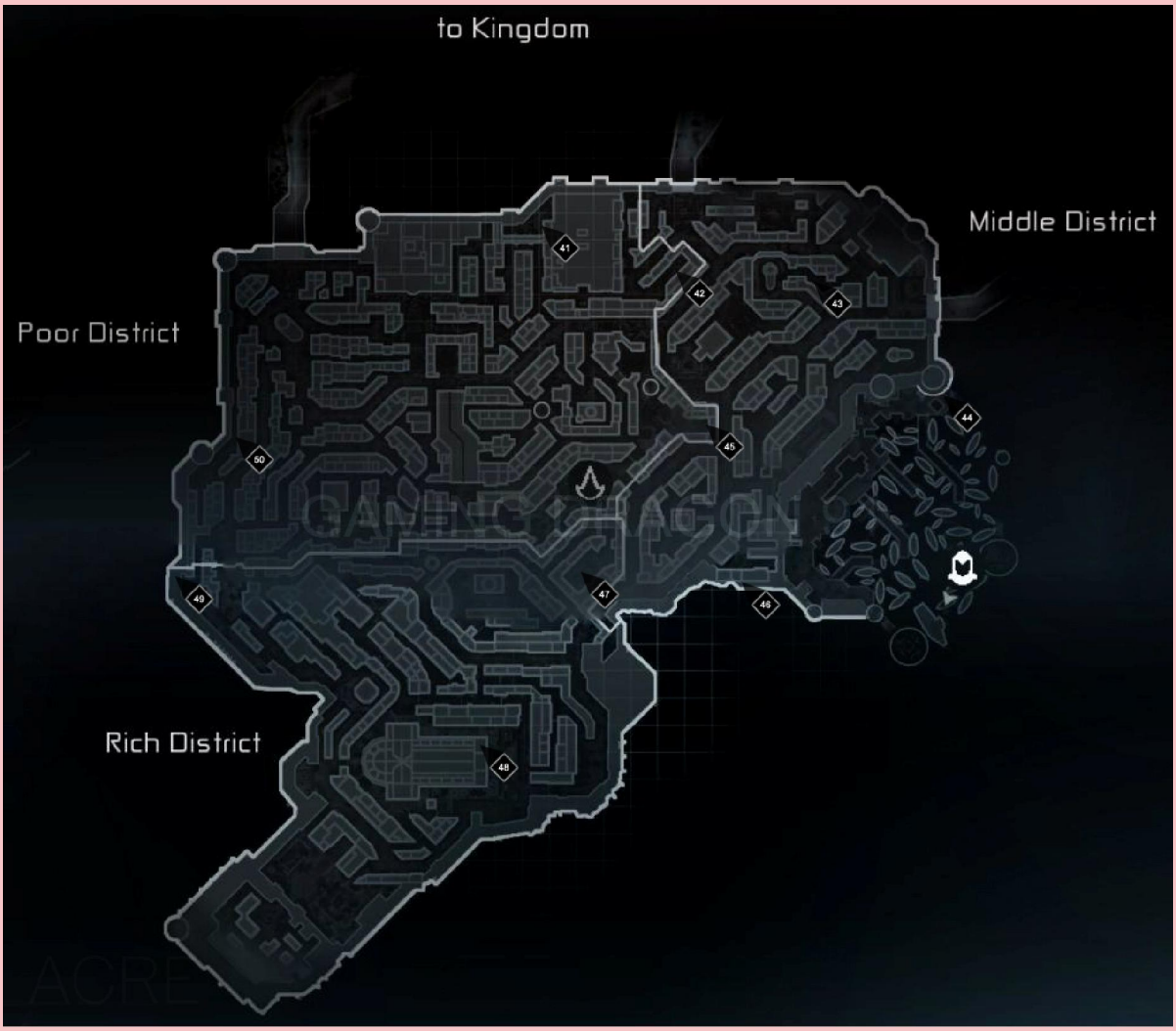
TEMPLARS	
KINGDOM	30
DAMASCUS – POOR DISTRICT	3
DAMASCUS – MIDDLE DISTRICT	3
DAMASCUS – RICH DISTRICT	4
ACRE – POOR DISTRICT	4
ACRE – MIDDLE DISTRICT	3
ACRE – RICH DISTRICT	3
JERUSALEM – POOR DISTRICT	3
JERUSALEM – MIDDLE DISTRICT	3
JERUSALEM – RICH DISTRICT	4

KINGDOM

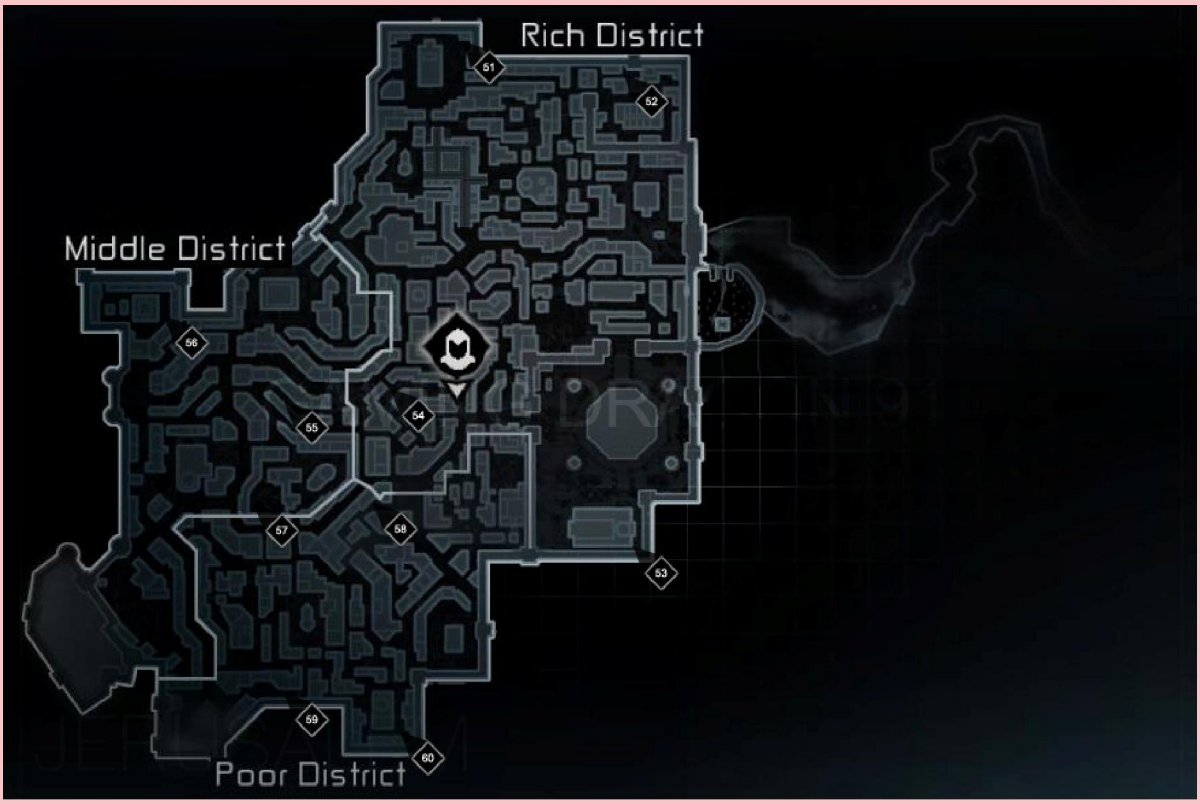
DAMASCUS


to Kingdom
Rich District
Poor District
Middle District
40
32
31
39
33
38
35
34
36
37

ACRE


to Kingdom
Middle District
Poor District
Rich District
41
42
43
44
45
46
47
48
49
50

JERUSALEM



VIEW POINTS

Viewpoints are what provide a very sweet overlook of the surrounding area when scanned from the vantage point. You will find several high towers and structures with an eagle flying over them, these represent viewpoints from where you can scan the city to reveal them on your map. Remember, you need to reveal the undiscovered areas through viewpoints or else you won't be able to access that area.

VIEWPOINTS	
KINGDOM	15
DAMASCUS – POOR DISTRICT	9
DAMASCUS – MIDDLE DISTRICT	7
DAMASCUS – RICH DISTRICT	10
ACRE – POOR DISTRICT	11
ACRE – MIDDLE DISTRICT	9
ACRE – RICH DISTRICT	11
JERUSALEM – POOR DISTRICT	6
JERUSALEM – MIDDLE DISTRICT	7
JERUSALEM – RICH DISTRICT	9

XBOX 360 ACHIEVEMENTS

ACHIEVEMENT	GAME SCORE
THE EAGLE AND THE APPLE – 1191 Complete Assassin's Creed.	100 G
PERSONAL VENDETTA Kill every Templar.	40 G
KEEPER OF THE LIONS PASSANT Find all of Richard's Flag in the Kingdom.	25 G
KEEPER OF THE CREED Find all the Flags in Maysaf.	10 G
KEEPER OF THE FOUR GOSPELS Find all the Flags in Jerusalem.	20 G
KEEPER OF THE CRESCENT Find all Flags in Damascus.	20 G
ABSOLUTE SYMBIOSIS Have a complete Synchronization bar.	45 G
FEARLESS Complete all Reach High Points.	25 G
HUNGERER OF KNOWLEDGE See 85% of all the memory glitches.	20 G
DEFENDER OF THE PEOPLE: ACRE Complete every free mission in Acre.	20 G
DEFENDER OF THE PEOPLE: JERUSALEM Complete every free mission in Jerusalem.	20 G
DEFENDER OF THE PEOPLE: DAMASCUS Complete every free mission in Damascus.	20 G
CONSERVATIONIST Go through every dialog with Lucy.	20 G
DISCIPLE OF THE CREED Assassinate all your targets with full DNA bar.	30 G
EAGLE'S WILL Kill 100 opponents without dying.	20 G
EAGLE'S FLIGHT Last 10 minutes in open conflict.	20 G
EAGLE'S PREY Assassinate 100 gaurds.	20 G
BLADE IN THE CROWD Kill one of your main targets like an Assassin.	30 G
EAGLE'S CHALLENGE Defeat 25 guards in a single fight.	20 G
EAGLE'S SWIFTNESS Perform 100 Counter Kills in Fights.	20 G
EAGLE'S DIVE Perform 50 combo kills	20 G
EAGLE'S TALON Perform 50 stealth assassinations.	15 G
EAGLE'S DANCE Perform 50 leap of faith.	10 G
THE HANDS OF A THIEF	15 G

Pickpocket 200 throwing knives.	
MARCH OF PIOUS Use Scholar blending 20 times.	5 G
EAGLE'S EYE Kill 75 guards by throwing knives.	15 G
ENEMY OF THE POOR Grab and throw 25 Harassers.	5 G
GIFTED ESCAPIST Jump through 20 merchant stands.	5 G
KEEPER OF THE BLACK CROSS Find all Teutonic Flags in Acre.	10 G
KEEPER OF THE ORDER Find all Templar Flags in Acre.	10 G
KEEPER OF THE 8 VIRTUES Find all Hospitalier Flags in Acre.	10 G
VISIONS OF THE FUTURE A strange vision has appeared to you. What could it mean?	50 G
THE BLOOD OF THE CORRUPTER MERCHANT You've slain Tamir, Black Market Merchant in Damascus.	25 G
THE BLOOD OF A SLAVE TRADER You've slain Talal, Slave Trader of Jerusalem.	25 G
THE BLOOD OF A DOCTOR You've slain Garnier de Naplouse, Hospitlier Leader in Acre.	25 G
THE BLOOD OF A REGENT You've slain Majd Addin, Regent of Jerusalem.	25 G
THE BLOOD OF THE MERCHANT KING You've slain Abul Naqoud, Merchant King of Damascus.	25 G
THE BLOOD OF A LIEGE-LORD You've slain William of Montferrat, Liege-Lord of Acre.	25 G
THE BLOOD OF A SCRIBE You've slain Jubair, the Scribe of Damascus.	25 G
THE BLOOD OF A TEUTONIC KNIGHT You've slain Sibrand, the Teutonic Leader in Acre.	25 G
THE BLOOD OF A NEMESIS You've slain Robert de Sable, but there is one more...	25 G
WELCOME TO THE ANIMUS You've successfully completed the Animus toturial.	20 G
HERO OF MAYSAF You've protected Masyaf from the Templar Invasion.	20 G
THE PUNISHMENT FOR TREASON You have found the Traitor and have bought him before Al Mualim.	50 G

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THE END